The Daily VRMMO Activities of a Certain Middle-Aged Man - Dance of the Fairies Arc

Written by Shiina HowaHowa

Translated by Honyaku

And Now a New Stage has Come Around; Will it be a Tragedy? A Comedy?

For a while after, I set out to excessively hunt Rock Ants.
It's not just to satisfy my grudge, I do have proper reasons.

One is that I want to raise my overall combat abilities if even just by a little bit.
With Zwei and the others' guild members, another reason is so that it won't be unreasonable to ask them to party up to fight tougher opponents.
There's also the fact that steadily increasing my skill levels is really a lot of fun.

One more reason is …

—

Announcement to all Players

To everyone who is enjoying [One More * Free Life * Online], today we bring you a momentous announcement.

It's been some time since we opened our servers, and after we've seen all the various ways of life everyone has made for themselves here, we have decided that it's about time to advance onto the next stage.

With that in mind, in the near future we will be performing our first large-scale update.

The update title will be [Dance of the Fairies].

There will be new Skills, new Arts for already existing Skills, and increased crafting result options.
Also, a new existence called a [Fairy] has been added to be a player support character.

The [Fairy] can fight alongside you, help you in your crafting; it's a support to make the players' lives a little easier and a lot more fun.

Also, the Fairies will have different statuses attached to them.
From low to high, they are Common, Uncommon, Rare, and High Rare.
Common Fairies are small-sized animals, Uncommon are medium-sized animals, and Rare are those that can take a humanoid form.
It is possible to improve a Fairy's status, but that will only be limited to within the coming event, and will depend solely on your luck.

Regarding the details of the event, we will announce it on the official Homepage in due time.
With that, though it will still be some time away, please look forward to the update and event.

The [One More * Free Life * Online] Management

—

That's the event announcement they sent out about the upcoming update.
Within the players there's a "That "dance party" is gonna be a "battle party", definitely!" kind of mood going on … so there's a lot of players who want to surpass their current combat capabilities. (butokai – dance: butou-armed fight, kai-festival)
I've heard the rumors from all over the place, and it seems like just about everyone is fighting everyday to up their combat abilities

All the crafters are kept busy repairing armor, and I myself am busy restocking potions and food.

Even if it doesn't turn into a "battle party", the announcement before clearly stated there's going to be new Skills and new Arts added, so it's best to push and raise everything as much as you can.
I was surprised to hear it, but it looks like the top players are all dashing to reach LV60+ with their top weapons skills

The top guys probably want to be ready to change skills immediately when the update comes.
Even if it's not to that extent, I'm also leveling my own skills on Rock Ants, a bit slowly but they're leveling.
Right, this might be a good time to head to the next area.

—

Announcement to all Players

After the next maintenance, the large-scale update, “Dance of the Fairies”, will be live.

For the first half, you will be contracting with Fairies, as well as getting used to the behaviors of the contracted Fairies; it’s a period of time to deepen your relationship with your Fairy.

Contracting is limited to 1 try.
However, different Fairies can be called depending on the place you try to contract.

If you perform the contracting ceremony next to a fire, you can call Fire Fairies.

If you perform the contracting ceremony next to a river, you can call Water Fairies.

If you perform the contracting ceremony in a forest, you can call Wind Fairies.

If you perform the contracting ceremony where the soil is laid bare, you can call Earth Fairies.

Like that, each type of place has a type that can be easily contracted.

Also, there are Light and Dark Fairies, but it will be rare that they respond to a contract.
Please understand that it will be impossible to improve your chances to contract with these Fairies.

Finally, it’s extremely rare, but it is possible to get a [Fail] result when contracting a Fairy.
Even we don’t know if anyone will Fail.
The chance to Fail is only 0.015%, so there’s more than enough of a possibility for everyone to succeed without a Fail.

With that, please look forward to the next update, “Dance of the Fairies”.

The [One More * Free Life * Online] Management

—

Looks like the next maintenance is going to take extra long and it’ll probably be followed by another one.
First the large-scale update> bugs are found > 2nd maintenance

All the players are going, “Management what the heck!”; this is also an MMO staple.
Let’s just pray that the maintenance goes smoothly.

SKILLS
[Hunting Bow]Lv18 **[Kick]**Lv46 **[Farsight]**Lv30 **[Wind Magic]**Lv32
[Craftsmanship]Lv38
[Cooking]Lv38 **[Woodworking]**Lv19 **[Alchemy]**Lv32 **[Stealth]**Lv27
[Physical Ability Boost]Lv48

Reserved Skill(s)
[Blacksmithing]Lv20

EXP 14
This time let’s talk about the odds of a dice roll.

Fate’s dice chooses 6 out of 6.
Why am I writing about such a harsh thing …?

Dance of the Fairies, Start

At long last the update finished, so I immediately log in.
Eh? What about work? Of course I've properly done it?
Even my overtime was properly done.

It's because the maintenance finished at 9:00 at night.
By the way, they said the maintenance took 45 hours.
It was so long that the forums went ballistic over it … does it matter that much?

… well then, I've safely logged in. I immediately check for a System Mail.
My goal is the [Fairy Contract Crystal].
This System Mail should have been sent to all players.
It's an Item you have to have with you for contracting with a Fairy.

—
Fairy Contract Crystal

With this you can contract with a Fairy. The Fairies you can easily contract with will change depending on location.
However, a successful contract is not guaranteed.

Event Item Expires at the end of the event
—

I immediately head out to the forest.
For me there wasn't a choice other than a Wind Fairy.
By the way, here's a rough write-up of all the Fairy types …

Fire High attack power, specializes in increasing physical attacks.

Water Low attack power, specializes in healing and magic defenses.

Wind Medium attack power, specializes in increasing agility and speed.

Earth Med-High attack power, specializes in increasing physical defenses.

Light High attack power, Heals and does especially high damage against certain opponents.

Dark High attack power, has powerful abilities to put Bad Statuses on opponents.

That's what they've announced. But man, the Light and Dark you can't aim to contract with are strong.
Well, it's got nothing to do with a guy who's got bad luck with gachya-like situations.

Also, looks like there's a possibility for the Fairies to use magic.
Of course it's limited to the Fairy's attributes.
If you want to handle multiple attributes… having a Fairy healer would increase your limits.
Surpass the world that was impossible to aim for.

Anyway, let's make a contract.
Because I'm a ranger … so I say, but enough with that already.
It's 'cause I use a bow so the relationship to wind seems to be inseparable, and since wind magic doesn't have any major explosions, my field of view won't be blocked.
I carefully confirm there are no monsters around with [Farsight].
I take a deep breath and take out the [Fairy Contract Crystal]

"<Fairy Contracting Ceremony>"

I announced.
The crystal immediately responded to my voice, slowly floated into the air, and began to rotate.
Red, blue, green, yellow, white, black, the crystal continued to steadily glow those colors in that order … all of a sudden the crystal turned transparent.

And then that crystal that's become transparent stopped rotating … and shattered.
Only the bottom half of the Fairy Contract Crystal remains.

"… eh?"

That foolish voice spilled out of my mouth. Don't tell me this is-.

—

Broken Fairy Contract Crystal

Your attempt to contact a Fairy has failed, and the important Fairy Crystal has

broken, losing its abilities.
This crystal will never be able to fulfill a contract with a Fairy.

Event Item Expires at the end of the event
Cannot be thrown away
—

What… did you say …!?
0.015% … to think I'd pulled it … and to think I can't even toss it before the event ends …

"Curse you, you scheming developers!"

Please don't blame me for screaming.
With this incident, any relationship I had to a Fairy has been completely cut off.
I have no strength, I can only sit in protest.

I don't know how many minutes had passed since I sat, but after a time I stood up and, taking a deep breath, I somehow recover my mood.
With the shattered Fairy Contract Crystal clutched in my hand, I slowly realized there was nothing I could do but give up.
When you're at work and they're asking the impossible but you have no choice but to endure the situation; that's the kind of mood I'm in. This world, in its own way, has gotten serious.

After recovering my spirits, next let's take a look at the Skills.
Officially there should be new Skills. I haven't planned to take any, but for now I'll check it out to see what there is.

Taking a quick glance, there aren't too many new Skills I'd take.
[Fairy Language], [Bo staff], [Whip], [Thief] … that's about it.

[Fairy Language] is probably to help you communicate with your Fairy.
That reason has been annihilated for me.

[Bo Staff] and [Whip] are new weapon categories. Bo staff aside, I'm interested in the whip.
Should I consider taking it? But it's not like my EXP is limitless.
It's a dilemma: If I recklessly take it, I don't want to just pile up Skills, and in addition to [Bow] and [Kick] I'd also like to have another that can slash.
That said, I could seal an opponent's movements by entangling it with a whip and then shoot it with the bow, and there's a possibility of combining it with

[Kick] to perform a Knockdown.
This could be a fun category for attacking opponents' weak points.

The last is [Thief] but … it's not the "stealing" thief but the "exploration" thief.
Trap sense, trap disable, danger perception, thief step, it's the thief that's crucial for dungeon exploration.

I've always been particularly concerned about being able to sense danger.
With [Farsight] I can see and avoid dangers that are a ways off, and if I learn danger perception I wonder if I could even sense concealed monsters?
That kind of early-detection combo could make accurate predictions.
Also the thief step is also good; it most likely suppresses the sound of the footsteps you make.
This is a Skill I definitely want to take.
I check the EXP needed to learn it, and it's …

[Thief] acquisition requires 8 EXP

What sits there is that cruel number. 8!?
Of all the Skills I've looked at until now, this amount required blows a ton of EXP.
Up until now the highest were the crafting types at 5 EXP.

It blows a lot of EXP but … in another light this is also the only one you can consider useful.
Right now I don't have anything for dungeons and I won't be able to open any treasure chests.
Even if I find them I won't be able to open the locks, and I bet there'd be an increase in instant-death traps on them.

Like that, even with a walkthrough, I bet if I entered a dungeon the amount of times I've respawned will increase.
For me, having danger perception makes it unquestionably a valuable skill.

I should take it.
That's how it went.

Immediately being rejected by Fairies was the absolute worst way to start, but despite that I can raise the [Whip] and [Thief] skills while waiting for the second half of the event; I stand up while switching my focus.
First I'll head back and get a whip; buying the first one from an NPC should be

enough for now … I’m not expecting it to bring explosive firepower.

And so, with me without a Fairy, the event starts.

SKILLS
[Hunting Bow]Lv18 **[Kick]**Lv46 **[Farsight]**Lv31 **[Wind Magic]**Lv32
[Craftsmanship]Lv38
[Cooking]Lv38 **[Stealth]**Lv27 **[Physical Ability Boost]**Lv48
[Thief]Lv1 **[Whip]**Lv1

Reserved Skill(s)
[Blacksmithing]Lv20 **[Woodworking]**Lv19 **[Alchemy]**Lv32

EXP 3

A statement isn’t sufficient to respond to the spirit of contract failure.
Since it would only become a spoiler.

A hint: this is the “First Half” desu.

Dance of the Fairies, the Opening Act

>

As expected, currently in the game there are a lot of players checking out the Fairies and new Skills.
New Skill names keep popping up one after another on the info-site, and the city is filled with players walking with their Fairies.

Some other new Skills are … (besides the 4 that I've already looked at)
—
[Throw] …. a Skill to throw something at a target. If the opponent's physique is too different, it is possible that you will not be able to destroy its structure by throwing.

[Duel Wield: Axe-Fang Pair] …. a Skill that allows you to wield a one-handed sword and a one-handed axe together.
This is very difficult to handle well.

[Elemental Martial Arts] …. a Skill that allows you to clad your weapon with an element.
In exchange for special Arts, the original Skills disappear and you will be unable to continue training them.
However, you will be unable to take Elemental Martial Arts if your Weapon Skill and Magic Skill are too high.

(For example: [Sword] and [Fire Magic] will become [Fire Sword], combining both weapon and magic Skills into one Skill and erasing the Skills [Sword] and [Fire Magic]. You will never be able take the next tier of either [Sword] or [Fire Magic].

The higher level Skill, weapon or magic, will be added to.
The higher level Skill's Skill Name will change, and the new Arts will be added to it.
—

And so on.
The amount of Skills has increased quite a bit, so that's still not all of them.

Personally I’m interested in the Elemental Martial Arts, but I’m not able to take it.
Basically I haven’t done enough training.

Anyway, right now my main focus is raising [Whip] and [Thief].
Using the cheapest quality whip I could buy from an NPC vender, I struck *smack whack* at a Horned Rabbit.
The whips in this world are completely different from our reality; with just the cheapest quality whip I’ve completely tortured such a cute thing.
Of the other whips the NPC was selling, of course there was a whip that had what looked like rose thorns for piercing.
There’s another one with a noose-like shape with blades attached specifically for ensnaring;
That is, three blades are connected in a way that can tighten into a triangular shape, and they cinch inwards when you succeed in catching something.
What happens next is easy to imagine; there are lots of nasty whips.

I thought that it’d be great to have a weapon that would be able to constrain and restrict so I took [Whip], but looks like there’s going to be a variety of terrible things I can learn.
I’m really excite- … *ahem*.

Now then, on the [Thief] Skill side, I’ve specifically begun training thief step by moving through the field.
It’s quite the struggle to master; even if the opponents’ perception is weak, if you don’t walk carefully it will be immediately released.
Despite the Skill Level being low there’s definitely an effect; I wonder when I can master it
Although I resolutely invested 8 whole EXP, it won’t matter if I don’t train it diligently.

Like that, the Skill steadily rises.

[“Oi~, Earth, Zwei here. You free?”]

A Whisper Chat with Zwei flew in.

[“There’s no problem if we’re talking about time. What’s up?”]

I replied; now is it a new Skill or something Fairy related?

[“Aaa, we’d like you to come over. The place is …”]

He set the location; it’s close so looks like I won’t have to make them wait.

[“Roger, then I’ll be there soon. It’s close so you won’t have to wait long.”]

Saying that I end the Whisper Chat session; alright then, time to get a move on.
It’s not good to make people wait too long after all.

The designated place is a Guild Field where no one can enter but the guild members and those who are invited by them.
It’s a type of Instance Area so people without permission can’t enter at all.
(Of course Game Masters are exceptions.)

Zwei and his guild members are waiting there.

“Yo, Earth, got any new dishes coming out?”

Was Zwei’s greeting.

“The Bear Meat Stew needs a little more … something; can’t get to Quality 8.”

Like I said to him, it’s tough going. Bear Meat is pretty troublesome to prepare for stewing.
“Finish it fast and put it up for sale right away!” – that request came from Nora.

“Hm, well, I’d like to look at those Fairies over there.”

Looking at Zwei and the others, at each of their sides are what I assume to be Fairies flying or sitting around.
Since I got permission to look at them … their respective Fairies are,

Zwei has a wolf clad in flames.

Milly has a gnome clad in armor made of earth.

Nora has a flying fish made of water. Let’s not comment on how it can float.

Reiji has a mole poking its face up out of the ground.

Kazemine has a songbird clad in wind.

And the girl that I’m meeting for the first time has, with a light that’s a little blinding … an eagle.

“Aah, this is my first time seeing a spirit of light.”

My voice leaks out.

“Ah, mine huh? It’s true that it stands out in the city, ne.”

Was her response.

“Nice to meet you, I’m Earth, Zwei’s friend.”

I’m introducing myself in advance; if it’s one of Zwei’s guild members I’ll probably be seeing her a lot.

“I’m Rona, a martial arts styled Fighter. Ah, I’m a voluntary member, the first person who wasn’t forced to join by Zwei.”

Is that so. Weell it doesn’t seem like Zwei’s fallen to the loli-crowd.
Rona is … her height is pretty short but for some reason there are a lot of parts that are … stimulating.

“Zwei…was there anyone you forced to join like she talked about?”

I ask because I want to hear the answer.

“N-nooo, of course not. There wasn’t. Yeah.”

He’s being too excessive. So there’s a previous offense? Well, whatever. Commenting here would be too boorish.
For now I’ll just give him a cold look.
… I ignored the “Even though it’d be a reward if it was from a girl” that I heard.
I’ll just ask Nora to stab him later.
If I hand over delicious food as the reward I’m sure she’ll do it with glee.

“N, anyway, Earth, what about your Fairy? Looks like I can’t see its form.”

It was Reiji who brought it up.
So he noticed … there’s no helping it so I take out the wreckages of the Fairy Contract Crystal after it had shattered from my Fail and show it to everyone.

The Guild Field went quiet.
Well of course, they called me here to see my Fairy and instead I pull out the evidence of a Fail.

“A-h, well, it’s like this …”

My cheeks twitch while I say that; it’s a bit of a tough subject so silence would

be too heavy in various ways.

“No, well, I understood that the success wasn’t 100%, but I didn’t think that someone I knew would pull it …”

The one who somehow managed to say something was Kazamine.
At a time like this I’m grateful for anyone to say anything.

“Yeah, at first I was really upset, but I’m over it now. There’s that hint too.”

Hint?
I tell them all what I noticed.

“First, they officially said that this is the [First Half], so there’s go to be a [Second Half].”

“Are you following me so far?”
I got confirmations, as well as some nods.

“The next point is that [failing didn’t consume the item], and [you can’t throw it away before the event ends]; they completely erased the possibility of getting rid of it.
Even though you failed once, why would they go so far and take such lengths to make sure it’s left behind?

Milly raised an, “Ah!”

“In other words … you’ll need it for something in the second half, right~”

It’s like that. If it wasn’t, if it really was a one-shot-or-fail-forever no matter what you do, it wouldn’t give either the players or the management any sort of merit.
There’s also no benefit for the event to proactively hand out just a participation souvenir.
There’s no way you can leave a Fail like this; the chances that the management doesn’t get that is … 0, none.
There’s no way it can be like that … probably.

“It’s like that; the people who’ve failed like this will probably have something special to do in the second half.
Even if that something special isn’t much, not handing it out and proceeding with the event’s second half would be hateful … well, my own personal desires

are mixed in with this prediction.”

Around me the others went, “I see, that’s quite possible na~”

“Your prediction is probably right on the money, Earth. … … but now we’ve got a new mystery.”

Is what Zwei said.

“What do you mean? Saying [a new mystery].”

I said that while petting the fire wolf on the head. It’s a fire spirit but its body heat made stroking it feel good, and the wolf’s eyes have pleasantly narrowed so it must feel good for him too.

“Why did all the Fairies get so attached to you!?”

Right now I have: Rona’s eagle perched on my head, Nora’s flying fish is cuddling my right shoulder and Kazamine’s songbird is perched on my left shoulder.
On top of that, at my feet are Milly’s earth-armored gnome and Reiji’s mole, and Zwei’s wolf is nestled in under my arms to be stroked.
The eagle appears to have only its outer appearance formed since the talons aren’t digging in.
Even so it’s not going to fall; it’s truly a fairy-like fantasy compensation.

“Iya, I thought it’s because animals like me?”

I thought that they’d come closer because I was in the middle of my story.

“Fairy seduction?”

“Seduction, ne?”

“Ah, there’s no doubt about it.”

“How unexpected … could this also be a “player” skill?”

“But for it to be to that degree…”

Zwei’s guild members + Milly began a discussion in low voices … I’m a little scared.
I play with the Fairies to escape reality; aa, how calming.

In the end, they didn’t tell me what they’d said in their secret discussion with their backs towards me.
I could sense it though, that it’s something like stepping on a land mine if I asked.
It was the first time I could sense something like an aura…

SKILLS
[Hunting Bow]Lv18 **[Kick]**Lv46 **[Farsight]**Lv31 **[Wind Magic]**Lv32
[Craftsmanship]Lv38
[Cooking]Lv39 **[Stealth]**Lv27 **[Physical Ability Boost]**Lv49
[Thief]Lv4 **[Whip]**Lv6

Reserved Skill(s)
[Blacksmithing]Lv20 **[Woodworking]**Lv19 **[Alchemy]**Lv32

EXP 3

By the way that Zwei guy, when he asked Nora to try using “Boku”, she unleashed a wonderful slap;
it’s a set up that all the guild members know about.

There’s a lot that goes on that Earth doesn’t know about.

Dance of the Fairies, the Opening Act PT2

Leaving Zwei and his guild members' Fairies with eyes full of love, I excuse myself from the Guild Field.
Today I'm switching gears to crafting items for the food stall.

I couldn't say it in front of Nora, but in reality the Bear meat stew had come out as Simmered Bear Meat Stew with Quality 8.
If I told her then she would have definitely begged me to let her eat it; I could see it in her eyes.
To run away from that, this time I dared to lie.

—
Simmered Bear Meat Stew

The bear meat has had its gamey quality drawn out, and was afterwards simmered carefully as a stew.
The Bear meat's deliciousness has spread to the vegetables; the vegetables have a distinct Bear meat flavor.

Quality 8
Fixed Interval ATK Increase (Long Lasting)
—

It takes a long time to prepare, so since it's difficult to mass produce I'm selling them for 500Glow a piece. For a one-time consumable this is an unprecedented price.
I guess it will probably sell slowly, but it can't be helped.
Because this is a game, as long as the seal isn't broken it won't deteriorate.
It's a cheat of a property that would never exist in "Real", but I can take advantage of it here.

While in the middle of cooking, Fairies kept dropping in.
They look like really small bubble-things though.
I guess when these ones contract with a player they'll take on a more defined

form ….
It hasn’t been long since the Fairies showed up; there’s a lot I still don’t know.

To be on the safe side, I asked the people who came to buy food whether they could see them too.
The result is,

“Ah, yeah, I see them. They’re kind of just dropping ne~,” was one comment, and
“I see them, but I don’t think they’re particularly dropping in here; well, they don’t seem to want to run away either,” was another response, and
“Fairies that haven’t contracted with players? I haven’t seen one,” was another reply.
I got that it’s roughly divided into these 3 categories.

I wonder if there’s some sort of condition to see them.
At least, just because you look for them doesn’t necessarily mean you can see them, and it doesn’t seem to be a bonus from something you pick up either.
Is it simply for roleplay?

But this is a VRMMO; I can’t imagine that they would change the base settings that much.
For this all to be for roleplaying, it’s not really recommended. The issue is the computer specs necessary for this kind of roleplay.
For the necessary specs to make this kind of world, the old games from the past, just barely possible with weak specs, mercilessly pursued better algorithms to be able to reach this world.
And then, as PC Specs improved the “Real” costs required got lower all around; the latest of the latest state-of-the-art is probably using the national-class Hyper-PC.
Like that, I can’t imagine them implementing a change to the settings.

Eventually, the reason behind it probably won’t come up on the Info Site.
It’s a pretty insignificant detail of a tiny part of the game, so it would be tasteless to pursue it.
You’ll stop enjoying the game if you keep trying to pull in how the mechanics work, and that’s kind of sad.

Anyway, the players the Fairies get easily attached to aren’t just me.
I’m relieved once I realized that.
In the game, standing out is worrisome and comes with lots of burdens.

Players who’ve gotten nicknames attached to them have it especially bad.
Well, most of those types tend to go around with a fixed party so you don’t hear much about them getting hounded with invites.

Now my cooking is just about over; the leftovers will go into a vending machine, and after that I’ll head out to the Field to raise [Whip] and [Thief].
While I’m fighting Wolves I can replenish my meat supply … I’m about out of stock.

Heading into the field, I’m seeing a lot of players fighting together with their Fairies.

From what I can see it goes like this; along with Tackle, Fairies with claws or beaks will use them in close-ranged attacks.
After that, according to their element, they’ll either attack with magic or buff their player master.
In addition, it looks like Water Fairies will cast <Water Cure> every once in a while and Fire Fairies will also raise a <Fire Arrow> touch attack occasionally.
Wind and Earth most likely use their buff magics minimally, probably once.
Like this there’s definitely a big difference between having a Fairy and not having one.

I wonder what the people who’ve failed like me are going to do.
Aside from people like me who mainly play solo, and with the effect on crafting still being within reason, I’m mainly concerned with how this affects people in fixed parties.
It’d be good if this doesn’t cause parties to break up …
It’s probably ok not to worry about other parties’ problems.

While thinking about that in a corner of my mind, I strike at a Wolf with my whip.
I’m trying to entangle its legs, but as expected, it’s not going to be that easy to pull a movie-esque stunt like lashing its legs together and watching it fall over.
If I raise [Whip] a little more I might learn something that would make catching something easier, and I’ll probably have to buy another whip too.
Since I’m only thinking in terms of my end results, I never expected it to bring much offensive power.
Since I have a style that covers both extremes, close and far-ranged combat, with [Bow] and [Kick], I chose [Whip] to cover the leftovers.

With the battle over, I take a break in the shade of a tree.
It's an area where there aren't active monsters so I can relax.
Even though I was just out on the Field being suicidal, as expected of wooded areas and forests.
Quickly eating a Horned Rabbit Steak Sandwich that I'd brought and quenching my thirst with a potion juice … Without thinking too much about the expenses and making the things you'd want to bring to eat yourself is nice.

While I'm doing that, the Fairies were all dropping in again.
They're floating softly above my legs while I'm sitting cross-legged and eating the Horned Rabbit Steak Sandwich, flying around me with interest.
It's very soothing.

Suddenly I realized that there were a lot of Fairies coming close and showing interest in my pocket, so I take out the Broken Fairy Contract Crystal event item.
This is the only think I could think of that they could be interested in.

Like so many floating bubbles the Fairies surrounded the crystal I took out.
At first they touched it timidly, then they started going in and out of it repeatedly.
Are they playing?
Well it's cute so it's fine … it's been after a lot of troubles, so let's take a video.
There might be people who will enjoy it if it's uploaded onto an official site.

I'd like to continue this pleasantly peaceful time … but it's getting closer to the time when I must log out so, even though I think the Fairies flying around and through the crystal won't understand it, I say, "Hey, we're closing soon."
When I said that, the Fairies that were inside came out cheerfully.
I say a "See ya" and then hurry down the road to the town.

Maybe because I was having so much fun spending my time so peacefully …
At that time I completely didn't notice it.
Slowly but surely, a change had occurred.

The broken Fairy Contract Crystal … that crystal is no longer transparent.

SKILLS
[Hunting Bow]Lv18 **[Kick]**Lv46 **[Farsight]**Lv31 **[Wind Magic]**Lv32
[Craftsmanship]Lv38
[Cooking]Lv39 **[Stealth]**Lv27 **[Physical Ability Boost]**Lv49
[Thief]Lv7 **[Whip]**Lv9

Reserved Skill(s)
[Blacksmithing]Lv20 **[Woodworking]**Lv19 **[Alchemy]**Lv32

EXP 6

The First Half continues still.
The Second Half is still a little longer to go.

Dance of the Fairies, the Opening Act PT3

It’s been several days now.
The players who can smoothly cooperate with their Fairies have certainly increased.
In particular some verifiers have found the benefits of chain reactions to be huge.

The way Arts worked up until now, you’d find the best timing in the action to make your one shot and that’s it.
But now, with the Fairies’ attacks mixed in, the monster’s defenses are dropped in a very short time.
For that reason, interspersing Fairy attacks between Arts will increase the offensive power by 1.2 times.
Since people are always looking for more ways to deal damage, even if just by a little, the effects of having an active Fairy are huge whether you play solo or with a party.

And then, just for those cooperation purposes you’ll need the [Fairy Language] skill.
If you don’t have [Fairy Language], they can still assist you and attack, and they will roughly understand the orders you give them.
However, with [Fairy Language] things like making requests of Fairies or knowing your own Fairy’s status and the Arts it can use will be transmitted with magic.
Also, even in the middle of combat you could give the Fairy detailed instructions, such as telling the Fairy to use its Arts after your own attack, like attack with magic, and then that you’ll follow it up with another attack.

[Fairy Language] requires 0 EXP to take, so there’s no reason to hesitate taking it; if you think about a Fairy like an extra troop the skill is definitely necessary.

Even if you’re playing solo, it’s great being able to tell your Fairy to launch a large, one-shot Art; in a party, telling a Fairy to attack after the vanguards players have gone in, and to attack over the players’ attacks, will make defeating opponents more efficient.

The initial tendency to think of Fairies as mascots is slowly disappearing and they are now viewed as useful partners; since they are useful existences that can’t refuse orders, they are also slowly but surely beginning to be viewed as tools.

As a result, those who think of Fairies as not just another npc, that is the players who view Fairies as partners, and those who Conversely think of Fairies as just game data to be used, that is the players who view Fairies as slaves, started getting into fights often.

For the players on the “Partner” side, since the Fairies properly respond when talked to, it’s fun to share food and eat together and enjoy their company.
I don’t know if it’s the AI, but honestly there’s some under the impression that the Fairies are alive, and that treating them with violence won’t be good.

On the other hand, there’s the “no matter how you look at them, they’re game data.”
They don’t tire no matter how much you make them fight, and you should fully take advantage of the Fairies with buffs and heals
Even if you don’t feed them they won’t starve to death, and their abilities won’t falter either.
So there’s no problem even if you treat them like slaves.
There’s also been an increase in people who hit their Fairy to make it behave if it showed any rebellious signs.

Again and again countless PVP fights broke out repeatedly, and no one would say, “Respect each other’s ways of thinking.”
The arguments that popped up again and again were detestable.
Since it’s gotten like that, they made a simple deal; after it was circulated on some influential info sites, that deal became an unspoken agreement.

Even though it’s a “Dance”, a foul current has flowed through and tainted the atmosphere.

I was in the middle of that current, though only to the point of understanding the situation, and was continuing to steadily raise [Whip] and [Thief].
When [Whip] reached LV10, an Art with the name <Restrain> appeared and I practiced it repeatedly.

As it is, this Art is an attack that uses the whip to entwine around an opponent and seal its movements, but it won’t work if you can’t swing the whip well; it’s

an Art with some difficult requirements.
However, the result is undeniably outstanding; right now I've only wrapped the front legs of the Dread Wolf together, but just disabling the front legs has made it impossible for him to rush at me.
Once he's in this state, even if I let go of the whip it remains entangling him and he's unable to run away.
After that I only need to loose an arrow or let fly a kick to end the struggling Dread Wolf.

<Thief Step> and <Stealth> suppress my sound and presence, allowing me to get within range to use the whip, and <Restrain> constricts their legs, allowing me to pierce them while they're unable to move.
If I'm able to move like this, pretty soon I'll be able to enter a dungeon.
Once [Thief] reached LV10, I am finally able to use the ability <Danger Perception> for the first time so I'm thinking it might be a good time to start thinking about heading into a dungeon to try it out.
My goal is to be able to quietly sneak about through dungeon-like conditions; in order to do so with just my own abilities, I absolutely have to raise the [Thief] skill to learn <Night Vision>.
I'm not looking to hoard Items or money, and I won't be able to rake it in like the parties who team up with that in mind and take actions to defeat monsters in the shortest amount of time possible.
Right now that's not what I'm going for. The earnings from walking a dungeon is raising my skills a little more; it's never too late to do that.

While I'm thinking about all of that, around me, like always, the fairies are *float float* softly floating about.
And like always they're playing around with my Broken Fairy Contract Crystal.
It can't be helped; let's go find a Tailor crafter and request a cord that I can use as a necklace to hang it around my neck.
Even when I put it back in the Item Box they still come swarming to my breast pocket and *poke poke* nudge it; it feels like they're saying [Displeased!] somehow.
The time when I went to the forge to do maintenance on the Blade Shoes, the time when I was cooking, and even the time when I was repairing my arrows, several creatures(?) I don't know if it's ok to call them that, but the bubble-like Fairies are constantly hovering about the crystal.
I'm used to it by now.

Weell, it's not like they're coming to get in the way while I'm crafting, or when

I’m in combat or doing repairs…
Since they’re innocently coming just to play, I’ll let them without worrying too much about it.
Why I’m letting this happen is probably an issue I should be concerned about, but there’ no one I can discuss it with.
The people who Fail are probably a pretty small portion; even now I haven’t heard of another case.
There’s no point listening to the opinions of people who have safely contracted with Fairies.

What I do know is, if you look closely at the inside of the bubbles, it’s just a little bit but there’s some color.
The colors are red, blue, yellow, and green; it’s unmistakably 4 of the elements.
I haven’t seen white or black yet within these bubble-like Fairies.
I thought about taking a video and uploading it to see what people thought …
But it will probably only get looked at without leading to getting any info.

While watching the Fairies continue to play, having a strange feeling while thinking that it’s bad to have so much I don’t understand, I logged out.

SKILLS
[Hunting Bow]Lv18 **[Kick]**Lv47 **[Farsight]**Lv31 **[Wind Magic]**Lv32
[Craftsmanship]Lv39
[Cooking]Lv40 **[Stealth]**Lv27 **[Physical Ability Boost]**Lv50
[Thief]Lv10 **[Whip]**Lv12

Reserved Skill(s)
[Blacksmithing]Lv20 **[Woodworking]**Lv19 **[Alchemy]**Lv32

EXP 11

Just wait a little bit more for the second half.

Dance of the Fairies, the Opening Act PT4

[Physical Ability Boost] has now reached LV50.
Because of that I spent 3 EXP Points to progress the Skill.
It's now called [Physical Ability Reinforcement], and what's changed is that there are two Arts I've learned… 1 passive and 1 active each.

By the way, a "passive" is an Art that you don't have to use in order to have the effect, while an "active" you must use it yourself or the effect won't be there.

Of the two Arts I obtained from [Physical Ability Reinforcement], the passive is <Steady Balance>.
It's a passive that allows you to maintain your sense of balance.
With this you can be largely unaffected by most terrains with bad footing.
You'll even be able to stand properly on ground with swamp-like conditions.

The other one is the active skill <High Jump>.
It lets you jump like a red hat wearing plumber. At the moment it's about 3 meters.
It's a powerful Art with a 20 second cool down that lets you take control of the space above your opponent.
This, together with the passive <Steady Balance>, will finally allow me to perform a stunt like some hero somewhere and use my bow while airborne in the middle of a jump.
Of course I don't have any airborne bow Arts that I can use, but I think there's a possibility of getting them by raising [Physical Ability Reinforcement].

Learning these two Arts expanded the battlefield greatly.
If this combo is spread, the opinion that the bow is weak may begin to die down.
But I'd like to hide it for a little longer.
It'd be dull if I spread it right away for it to be copied en masse.

In order to confirm that my movements got significantly better after getting my hands on [Physical Ability Reinforcement], I decide to charge forward to my first dungeon.

The goal is increasing Skill Levels. [Hunting Bow], [Wind Magic], [Kick], and [Thief], preferably.

I've arrived in front of the dungeon … the first dungeon is located in the forest; it feels exactly like a cave-type dungeon.
I use [Thief] skill's <Thief Step> & <Danger Perception> and enter the dungeon.
It's pitch-black, but thanks to [Farsight] I have <Night Vision> so it's no problem.

… this is it; this is what I've been looking for.
As I step-by-step proceed into the Dungeon, memories from the past came back to me.

I couldn't have been more than 10-years-old at the time.
It's a memory from when I had just happened to find a cave-ish place and walked around in it.
That place was fun; it's not like there was anything special in it, but it was a place I'd never been before, and there was a feeling of both fear and excitement mixed in with the darkness.
Doing nothing but walking around like that inside was incredibly fun.

And then, about 10 years later, I happened to drop by the same place once.
When I saw it I understood … it wasn't really a cave, more like a shallow tunnel dug through.
Once I understood it, the fascination and excitement was no longer there; just a sense of nostalgia.

And that's all 10 years in the past. That place has now been leveled for a residential area.
That place, for my adventures, at that time; it no longer exists.
Since I've suddenly become a bit lonely, I stop reminiscing.

I mean, of course, in the middle of a game, I'm looking for a fun adventure.
I've been waiting a long time; it has to be the world on the other side of the screen.
I've been unable to immerse myself in the feelings from that time … the feelings of adventure from when I was little.

But, but! Right now, isn't an adventure reflected in front of my eyes?
In a dark cave, where you don't know how far in it goes; there's going to be monsters, and there might even be treasure chests.

It’s this world that lets have in an avatar in the middle of all this.
Visibility is limited to only my field of vision due to [Farsight], I’m aware of a dungeon spider monster lurking near, the sound of my footsteps are softly sound in my ears… it’s the feeling from that time, it’s coming back.
Isn’t this the best?! I’ve been purposely avoiding all the dungeon information on the info sites just for this payoff.

It can only be an adventure if you don’t know about anything. If you go in knowing how to defeat all the monsters and where all the treasure chests are, it just turns into work.
If you’re just after earnings, well, fine, but that kind of thing isn’t what I want right now.
Even if I’m going in with the goal of raising my Skills, there’s no point if I hate being in a dungeon;
Right now just having fun going on an adventure is fine.

Step by step I proceed with <Thief Step> … I’m going in solo.
If the monsters get the first attack in I’ll die straight away.
The monsters in the dungeon are particularly strong, so I have to take special care to fight a different way.
I bet if I try to do them in too fast, the situation might get turned around and land me with a death penalty.
There’s more than enough lone Dungeon Spiders all over the place; I’ve shot through them with [Hunting Bow], sliced them up with [Wind Magic]’s <Wind Cutter>, and at time’s I’ll use [Whip]’s <Restrain> to pull one closer and trample it with [Kick].

From the amount of Dungeon Spiders you can tell they’re this area’s lowest trash mob, but even so they take 4 hits to defeat; as expected, dungeon monsters are tough.
I’m using <Danger Perception> constantly because if they suddenly come at me I’m done for.
Thanks to this excessive, more than usual use, the Skill Level is climbing at a terrifying speed.
Also, truthfully speaking, if I approached this with [Kick] alone, this time it would probably be pretty tight, and since this dungeon has a ceiling I’ve also necessarily sealed <High Jump>; I’ve come to understand the Greatness of [Whip]’s <Restrain> Art.
After sealing the movements, I can recklessly use [Kick] to finish something off.
I can’t just run away in a dungeon … I don’t know how many surprise attacks

I'd get due to Link.
If I run away, the precautions I've successfully taken in the middle of combat will be lost by moving away from the well set-up situation; for the me that's solo, it's suicidal.

Aside from the Dungeon Spiders this dungeon also has Lesser Lizards and Dark Wolves.
When I see the shadow of something other than a spider with [Night Vision] I hide myself in a hurry and use <Danger Perception> to confirm its name and nature.
It would be reckless to challenge it since a Dungeon Spider takes everything I have to defeat.
It should be avoided … Just in case I use [Stealth] to leave the place.
There's no point to dying because right now I'm having a good time doing lots of exploring and raising my skill levels.
Fortunately, looks like this time it didn't notice me; I should calm down a bit more.
There's the presences of Fairies here in this dark world too.
As expected they're mainly Dark Fairies; there's also Earth Fairies to a degree.
They're not noisily coming over; they probably don't have the spare time.
I don't have any attention to spare from being vigilant… although the Fairies might hate it I can't afford to have them coming over to play like usual anyway.
The ones that come to the crystal soon head off.

… but then, it happened after I'd walked for a while.
There's a strange place where lots of Dark Fairies are hovering about together.
Drawing closer and using <Danger Perception> once to the front I determine there's no sign of a monster.
It's probably not just a wall …? Is there a Secret Door?
Acting on that thought I carefully inspected the place where the Fairies are hovering; from floor to wall I couldn't find anything like a trigger or door.
Is this just the Fairies being whimsical? If that's the reason, there are an awful lot of them gathered here.
There's that "something's here" feel … but it's getting towards that time where it would be bad if I don't start heading out of the dungeon.

I consult the dungeon that I have mapped in my brain for the return trip as I continue forward.
Even trying to avoid battles on the way out, it's a distance where I can't completely avoid them and I've only been defeating the Dungeon Spiders.

After checking the time I see that I’ve already been in the dungeon for about 1 hour and 40 minutes.
It’s about time for me to log out.
The time seemed to move faster than usual because I was reminiscing about when I was a kid.
I decide to come explore this dungeon again tomorrow.

By the time I broke out of the dungeon, it had become night outside.
At night, there are lots of nasty monsters like those you’d know from haikai poems[1].
If I don’t hurry back to town this could get bad.
I rush through while keeping an eye out with [Farsight] and amply using the [Thief] skill to move quietly.
Somehow or other I was able to get back to town safely and logged out.
Dungeon exploration is challenging; let’s seclude myself in it and work hard at it.

SKILLS
[Hunting Bow]Lv27 **[Kick]**Lv49 **[Farsight]**Lv39 **[Wind Magic]**Lv36
[Craftsmanship]Lv39
[Cooking]Lv40 **[Stealth]**Lv27 **[Physical Ability Reinforcement]**Lv7
[Thief]Lv19 **[Whip]**Lv21

Reserved Skill(s)
[Blacksmithing]Lv20 **[Woodworking]**Lv19 **[Alchemy]**Lv32

EXP 8

So basically it’s dungeon time.

Dance of the Fairies, Middle Stage

Dance of the Fairies, Middle Stage

According to the Official Homepage, at long last information about the event's Second Half will be announced soon, sending this world into a tizzy of impatience and activity.
Depending on the content of the Second Half, if you don't try to become a little stronger it could be unfavorable for you; that's the sort of threatening atmosphere that's been hanging about.

The management hasn't announced anything detailed yet, just a single statement: "Try to get along with your Fairy."

Because of that a small portion of those that have been treating their Fairies like slaves thought, "Isn't the way we've been treating them up until now bad?" That kind of thinking began to come about.
There's no doubt that forcible working the Fairy hard wouldn't NOT have a bad effect on the relationship.
Even so will they be able to fix the relationship in time …?
Well it's totally better than not trying to improve it all, though.

I've been commuting to the dungeon in the forest everyday since then to thoroughly train myself.
Because I'm alone Lesser Lizards and Dark Wolves are formidable opponents, even so I've been able to win against them somehow.
Well, along with the wins I've also taken several death penalties.
But the return from the investment was acquiring strength so it was the correct move.

Like that [Kick] leveled up to LV50, and with a welcome upgrade, [Kick] changed to [Kicking Assault].
I learned a new Art, <Sliding Charge>, which is a technique for attacking your opponent with a sliding tackle.
In soccer I'd get a red card for doing it just once (heh).
Not to mention my shoes have a cutting edge accessory attached to them.

I’ve also acquired a new Art when [Hunting Bow] broke through LV30.
It’s an Art called <Mirror Arrow> which gives a 3 person clone effect and releases 3 arrows.
However the clones’ arrows only have 0.8 times the attack power.
You can focus them all on one point or fire the 3 arrows each at separate opponents.
Just, firing them at separate opponents was quite difficult when I tried it out on the Field the first time.
Rather than aiming for a specific point I have to scatter my focus all over in different directions, but in actual combat it’s just about impossible to split off your focus like that.
For now I’ll aim them all at one target.

Thanks to the new Arts I’m finally gaining strength, moving around in the dungeon is also getting easier, and thanks to that my efficiency is getting better.
[Thief] Skill has also gotten stronger, and <Danger Perception>’s effective range has grown to ensure safety in a larger area.
Of course I need to avoid being negligent or getting cocky.

I’ve just about finished my purpose for going into this dungeon.
My Skills have leveled up more than enough, my combat potential has grown, and I’ve trained in order to better my player skill in handling combat as well as training how to handle the specialties of the Dungeon.
Like that you can say I’ve already reached the point where I don’t need to play in this dungeon anymore.

The last thing to do is visit that place those Dark Fairies and Earth Fairies are always gathered around.
…. as always there’s a large number of them.
Even though I’ve heard people saying you can use [Fairy Language] to talk to Fairies it’s not really like that at all … I was thinking of trying to talk with them, but through the group of verifiers, giving detailed instructions in the middle of combat, inspecting Fairy Status, and making it easy to exchange information with your personal Fairy have been verified to be effective, but no one’s been able to chat with Fairies.
If I could at least have a conversation with them I could find out why they’re gathered here like this.

Just in case I used the leveled up [Thief] Skill and checked both right, left, and about my feet, but there really isn't anything here.
I wonder if this is just their hangout … just when I was coming to that conclusion 1 Dark Fairy critter(?)came and *tsuntsun* poked me in the cheek.

"… Are you trying to tell me something?"

Even though I think it's probably useless, I said that; just thinking out loud, not actually talking to it.
When I did, the Dark Fairies and the Earth Fairies suddenly huddled together; some kind of discussion conference?
This behavior isn't anything I've heard about before … several dozen seconds later they made a shape, and the shape was…

"An arrow?"

Yes, an arrow. Specifically they made a ↑shape.
What an unexpectedly skillful trick they have, these little guys … I'm impressed.

"Up?"

When I confirm it, though I just wanted to say it out loud, they *burun burun* nod their bubble-like forms.
Up, so it's up, huh… Using [Farsight] I slowly and carefully look over the low ceiling in the dark ….
They bothered taking that shape to talk to me so it there has to be something; it would be weird if there wasn't.

This dungeon is the first dungeon so most of the players have finished it long ago and moved on to others, so for the most part people don't come anymore.
And it was after people stopped coming to this dungeon that the Fairy event started, so there's probably very few people who know about this connection with the Fairies; that might be why it's still here.
There's a small switch on the ceiling.
In other words they're gathered here to tell you about that switch.
This just smells of treasure …this place makes you want to say that.

For the most part, maps don't show the gap to enter secret areas.
Also this dungeon hasn't had traps so far. If there's a pitfall the [Thief] Skill's <Trap Sense> Art will find it.
Just in case I use <Trap Sense> on more time, but there really aren't any traps

around.
I still feel uneasy, but since the Fairies bothered using their bodies to expand into a symbol I can't just ignore it.
I move right below the switch and pull out a Heavy-Bludgeoning Arrow; I'll throw it with my bare hands.
After a few times of throwing it at the switch I'm sure I heard a *click!* so I put it away.

rumblerumblerumble … with that sound a tunnel appeared to my left … well, that tunnel is only big enough to let one person crawl through at a time at best…
Though at this point I honestly don't want to go through.
Even though it's the long-awaited chance, and even if you say I should continue since I'm "in for a penny, in for a pound"I'm going to have to crawl like an inchworm through that tunnel.

The tunnel isn't all that long.
Right away I arrive at a tiny room; this obstinate method of hiding it is kind of mean.
Or this room is probably an addition they added with the event update.
After all, without the Fairies' help I wouldn't have been able to find the switch to begin with.
Anyway, in that small room there are two treasure boxes.
The first is a wooden chest and the other is made of gold(?) that shines.
But I'm absolutely not going to open the gold treasure chest. Why?
Because according to [Thief] Skill's <Danger Perception> and <Trap Sense> this is the greatest danger yet.
It's probably a trap that pulls in the greedy and then *chomp* instant death.
It's a common trap type from long ago; I'm going to completely ignore THAT.

That aside, the wood treasure chest isn't guaranteed to not have traps as well.
Slowing drawing closer I use <Trap Sense> to carefully secure it.
There's that game I know where the treasure chests are your greatest enemy and it's come to dominate my way of thinking.
Getting a trauma from failing to disable a trap and getting annihilated is laughable, so it's better to do it carefully without a doubt.

After a few minutes of checking all the surfaces for traps I've confirmed there aren't any, so I carefully go and reveal the contents of the wood treasure chest … inside there's just 1 ring and some money.
The money is a really small amount, just 320Glow, and as for the ring …

—
A Worn-Out Ring

A large Fairy seems to be depicted on it, but it is hard to tell.
It’s a ring that has become worn out; it cannot be equipped.

Unique Cannot be sold;
Discarding it is Unadvised.
—

Like that it’s an item I haven’t got a clue about at the moment, but “Unique” means it carries some worth for something, so since I can’t toss it I’ll take it with me.
The large Fairy depicted has a human-shaped appearance, and above it is a setting inlaid for a gem.
If I put some sort of gem into it will an effect come out?
However, at the moment a gemstone item can’t be found.
It’s likely that it will come out in the Second Half.

I enter the tunnel again, and when I make it back to the passage the Fairy brigade isn’t there anymore.
So does this mean their task is complete?
At least, I no long have anything to do keeping me in this dungeon anymore either, so let’s hurry and leave.

After that I leave the dungeon safely, and when I finish replenishing my arrows and putting out a food vending machine I log out; today I’ve also fought well.

SKILLS
[Hunting Bow]Lv38 **[Kicking Assault]**Lv5 **[Farsight]**Lv43
[Wind Magic]Lv43 **[Craftsmanship]**Lv39
[Cooking]Lv40 **[Stealth]**Lv31 **[Physical Ability Reinforcement]**Lv12
[Thief]Lv27 **[Whip]**Lv32

Reserved Skill(s)
[Blacksmithing]Lv22 **[Woodworking]**Lv21 **[Alchemy]**Lv34

EXP 14

And so, Key Item acquired.

Dance of the Fairies, Middle Stage PT2

Finally the contents of the Second Half have been announced.

To everyone who is enjoying [One More * Free Life * Online],

At long last we are announcing the Second Half in the Dance of the Fairies.
Taking the popular opinions of the forums into account, we are here to inform you that we have determined the Second Half to be:

[Fight of the Fairies]

Outline

When the Second Half begins, Fairies will have their egos released 100%.
Please be forewarned that this might greatly change how Fairies react to their players.

Within the event there will be a special PvP System released.
In this special PvP, the player's attack power will be lowered 50%, while the Fairy's attack power will be raised 150%; with this the measures you take to cooperate with your Fairy are of great importance.

Also, on this PvP Field, the 219 players who have failed to contract with a Fairy will be fighting in the state of attack power raised by 125% and defensive power raised by 110%.
(This is the positive correction we've recorded for those who have yet to own a Fairy. At a time when a Fairy is acquired, this special correction will be taken away.)

Note that achieving a certain amount of victories in this PvP will give your Fairy a chance for evolving its status.
Some benefits for evolving its status are, appearance change, abilities upgrade, and the Arts the Fairy can use can increase.
As far as this PvP is concerned, repeatedly fighting the same person will not help your Fairy evolve its status; in order to evolve its status you must fight with lots

of different people.
Therefore please take this opportunity to try and PvP with all sorts of players.

Also, regarding those who do not want their Fairies to change its appearance from how it is now,
It is possible to ask your Fairy in advance to keep its current appearance, so please rest assured.

Furthermore, for those players who were unable to welcome a Fairy due to failing the Fairy Contract, by fighting in the special PvP several times the Broken Fairy Contract Crystal will change into a Regenerated Fairy Contract Crystal.
When that happens, you will regain the ability to make a contract with a Fairy.

Additionally, the Regenerated Fairy Contract Crystal has a contract success rate of 100%, the Fairy that shows up will definitely have a status of Uncommon or above, and it will be easier to encounter a Fairy with a status of Rare or above.
It will also have an improved growth rate, and there is a possibility to reduce the required amount of PvP combats you need in order to strengthen the Fairy enough to evolve its status.

To sum it all up, we encourage the players who have failed the Fairy Contract in the first half to issue many PvP battle challenges in order to accumulate a large count of PvPs and raise the Fairy status that is limited to this special PvP.

For the top 16 players who have the greatest amount of victories in “a certain number” of battles in this PvP, they will earn the right to participate in a tournament on the last day.
We will refrain from specifying the amount of battles and leave it as “a certain number” since there is a possibility that some players may stop fighting after reaching that number in order to maintain their winning percentage.
Of course we have prepared rewards for those who rank highly in the tournament.

The Combat System has been added.

[Negation] System will be introduced.

Simultaneous attacks hitting each other will now be negated.
However if the attacks are not roughly the same power they will not be completely negated.

For example, in order to completely negate <Fire Lance> one will have to hit it with a magic Art that roughly corresponds to its magnitude.
If you hit Fire Lance with Fire Needle you will be able to partially negate Fire Lance and reduce its attack, but you will be unable to completely annihilate it.
Flipping it around, you can reduce the effects of your opponents' attacks in an instant by hitting it with your own attack, or counter your opponents' attacks by throwing out a greater attack immediately after.
However, since powerful Arts and magic take some time to prepare, you will need enough foresight in able to perform a counter.

Titles have been added.

Event Title: **Indomitable**
This is automatically given to the 219 players who have failed with the Fairy Contract Crystal and did not give up. The Fairies of both the players who bear this title, as well as the players who PvP against them, will find it easier to evolve their statuses.

Event Title: **Fairy Neighbor**
This is automatically given to players who have gotten along well with their Fairy in the first half.

Event Title: **Fairy Seducer**
???

These will all be implemented at the next scheduled maintenance.

The [One More * Free Life * Online] Management

Finally the Second Half's announcement is here.
The forums had a lot of requests for a battle tournament, huh.
But a PvP … it might have been the people's choice, but since it's the type you don't have to aim to win as long as you hit the reward amount, I guess I'll manage somehow?
But there are a lot of players around that love picking on the weak so it'll be disastrous in lots of ways after the end of the event; I guess I'll have to be careful?
Maa, it's pretty different when someone requests a PvP so if I get a nasty one, refusing with a NO is fine; I'm thinking too much.

It would be good if there aren’t a bunch of players who go on a harassing-spree against the crafters using the PvP.
… since there’s a previous offender who was forced to retire there probably won’t be.
No one would repeat the same mistake … that said humans are often too much, but the worries I still have about this are … none I guess.
Rather, I wish there was a clear explanation of the gain of each battle towards status evolution.

If the crafters come together to accumulate PvP battles with each other, just evolving the status once may be a problem; the gain from each battle may be too small.

Later we’ll get all the crafters to come together for a meeting and proceed to try it out.

If I PvP like I would fight a monster, I definitely won’t win, naa.
I’d better research the ways to fight to increase Skill Level.
I wonder how to go about it.

I will finally have a way to get a Fairy ~ … it took so long.

SKILLS
[Hunting Bow]Lv38 **[Kicking Assault]**Lv5 **[Farsight]**Lv43
[Wind Magic]Lv43 **[Craftsmanship]**Lv39
[Cooking]Lv40 **[Stealth]**Lv31 **[Physical Ability Reinforcement]**Lv12
[Thief]Lv27 **[Whip]**Lv32

Reserved Skill(s)
[Blacksmithing]Lv22 **[Woodworking]**Lv21 **[Alchemy]**Lv34

EXP 14

I did consider the impression of the Title: Fairy Seducer
Since there wasn’t any talks about combat this time there wasn’t any growth.

Dance of the Fairies, Middle Stage PT3

At long last we've gotten to right before the Second Half begins.
With the Second Half is right at hand, a new city was finally discovered by the advanced crowd[1].
The city's name is [Nexia]; with the discovery of the new city both the advanced players and the crafter players are in a huge state of excitement.
With a new city found, the possibility for new weapons and armor, and things that can be made by the crafters, to be uncovered is great.

Since Nexia is connected to the first city, Faust, with a Warp Portal, all players are able to travel between the two, so the city that was congested from everyone coming to see it eventually calmed down.

All of the best crafters jumped to Nexia, working hard on creating weapons and armor.
Adding to that, since new mining areas were also found, the available amount-to-player ratio of the until-now expensive steel and silver, as well as light metal and other iron-related material has overall increased, and it's good that the price is starting to drop all around.
Beginning with the advanced group, all the combat-focused players started improving their equipment and have begun to move out to capture the places that were difficult to deal with up until now.

From that movement a small amount of monsters' materials, like leather and shells, have gradually begun to circulate; transactions between players have begun to get lively.

Along with the circulation of new equipment starting, some opinions against the event have as appeared on the forums.
Since there's naturally a lot of player who are bad with PvP, there's the fear that if you don't separate out the players with similar strengths and goals to some degree for the event, it will only be a matter of course for disputes to break out.

But with the new town happily discovered before the event begins, a new idea has come out as a way to separate the laid-back players from the frontline, combat-oriented players.
In other words, it’s an idea to keep the PvP purposes for the players different between the first city Faust and the new city Nexia.

The separation is Faust City will be for the players bad with PvP, Nexia city will be for players good at PvP.
In Faust City all the attack and defense is left to the Fairies, with players mainly giving instructions. With this “instruction style”, even if you’re bad at PvP, leaving it up to your Fairy will still give you a good enough chance at winning;
The main purpose is for advancing your Fairy’s status evolution.
On the other hand, Nexia is a gathering of the players who fight with everything they got, with the “come at me for the ultimate battle” type of flow.
Dividing the event into two areas like that can help avoid the dangerous possibility so it started to be spread all over.

There wasn’t a single trace of opposition from the management’s side, like erasing the posts on the forums, so it was taken that they approved through silence.
Though the way the management ended up reacting was expected; since it was just about the competition without any contents relating to game abuse they can agree to it.

Within all that, I’ve visited the new city to check it out.
My aim is to get my hands on food materials, wood materials, and iron-related materials.

I immediately head to the grocers and, finally, wheat, barley and other grain-like cereals have made their appearance.
Also, since cooking sets, like Advanced and Experienced sets, are being sold, it looks like I have the possibility of expanding my repertoire.
But since I don’t have the Skill Level to handle the Advanced Chef set yet, the NPC clerk refused when I asked for it.

It can’t be helped, so I start preparing to gather wood and iron.
Heading to the carpenter’s shop, I change my woodworking set to an Intermediate set.
With this I can make a better X-Bow than the one I made earlier.
I also switched to the Intermediate blacksmith set.

Without the Intermediate sets I can’t cut or dig out the wood and mining crafting items in this area,so I have to switch over.
Processing iron itself uses tools that the forge crafting stations are equipped with, so until now I haven’t had to make the change.

After some expenses I hurry and leave the city to gather wood and ore materials.
Of course on the way I moved without a sound due to <Thief Step>, checked around with <Farsight>, and continuously used <Danger Perception> to avoid having monsters find me.
The good blacksmiths ask their player acquaintances to escort and guard them, but because I don’t have any connections I feel comfortable enough to ask I’m stuck with sneaking around like this.
When spotting a monster I can’t do anything but run away with everything I have and it’ll be disastrous if I take too long and it becomes a Train.
Defeating it in combat is impossible naa; even when the advanced group has all their equipment prepared thoroughly there have been stories where they’re barely able to fight through, so the me right now probably won’t be able to kick out enough damage with shooting my bow.
If I don’t rank up my X-Bow, whip, and shoe attachment I won’t be able to level my Skills naa.

Happily, the place the wood usable for woodworking materials is located doesn’t have many monsters’ presences; somehow the foresting is a success.
Since I’m completely unprotected when I’m gathering wood, I was breaking out into a cold sweat and nervously chopping.
I had switched the [Woodworking] Skill to Main in order to forest wood, and after I finish foresting I put it back into reserves.
Looks like [Woodworking] and [Blacksmith] are only main skills when crafting or harvesting naa…

I am forced to give up on digging for iron ore.
The monsters are frighteningly packed together; the road to the tunnel is completely blocked off. With such a large amount of monsters clustered together, I have no confidence that I can glide through them even if I use the <Stealth> line of Skills and Arts at full force.
If I use <High Jump> to jump over them then <Stealth> related effects will

disappear without a doubt, and if <Stealth> disappears once there's nowhere I can hide, nor can I reactivate it.

It's likely that with so many monsters gathered together, players who came to mine in the tunnel had to repeatedly try just running their way through.
Once you enter the tunnel the monsters here won't enter – that's the information that's spreading around between all the blacksmiths.
After forcing your way in, all you have to do is mine and wait until the monsters give up and naturally go back …the people who have this idea probably continuously enter.
And if they have everybody do it, it's not impossible to gather rather than scatter.
What they do when it's time to return … space transition magic to return to town still hasn't been discovered so they probably return the worst possible way by Death Penalty.
I don't want to imitate that, naa; mining is second to life.

I'll deal with the iron some other time, for now I can think about a way to use the new wood materials and tinker with the X-Bow …I probably won't be able to easily innovate a new type of bow; I've gotten used to handling the X-Bow, a regular bow just won't be enough.
It's something that stands out in a bad way, but I've already gotten used it, and the jeers and insults that used to come at the beginning aren't there anymore so, maa, it's fine.

Whatever I decide to do, when the Second Half starts, contracting with a Fairy is my maximum priority.
With a such a large late start, I'm in a situation where I have to work hard; for the present I should probably do PvP everyday …
When it comes time to PvP, even if I'm just collecting losses I can't stop.
I'll split off for the sake of a Fairy.

And after a long time the maintenance has begun; the curtain rises on the Second Half.

SKILLS
[Hunting Bow]Lv38 **[Kicking Assault]**Lv5 **[Farsight]**Lv45
[Wind Magic]Lv43 **[Craftsmanship]**Lv39
[Cooking]Lv40 **[Stealth]**Lv32 **[Physical Ability Reinforcement]**Lv12
[Thief]Lv30 **[Whip]**Lv32

Reserved Skill(s)

[Blacksmithing]Lv25 **[Woodworking]**Lv24 **[Alchemy]**Lv35

I finally got around to including the names for the new and original cities.

Dance of the Fairies Second Half, Looks Like it’s Impossible for Me

After the maintenance finally cleared up, “One More”’s first big event, [Dance of the Fairies] Second Half begins. Though strictly speaking it’s a Battle Tournament.

The first thing I did on logging in was check my Titles; I have the Indomitable title so I open my Title screen to set it to active. There,

[**Title:** Fairy Seducer]

is forcibly equipped … .

—
Title: Fairy Seducer

This title is given to those who are thoroughly loved by Fairies. This title is unable to be unequipped.

Termination condition …. Participate in the event’s Fairy PvP once.
—

What. The. Hell.
I didn’t hear about this.
… or like, even though I was seriously waiting for this!
So what? If I take this title, I can’t have a Fairy!?
Why the hell would you do this!?

While I’m drawn into this spiral of panic, groaning “un un”, for some reason weird, sharp glances from the surrounding players are painful.
Was my groaning standing out in a weird way?

“He’s got a rare title…”

“Oo, there’s actually a guy with the Fairy Seducer title over there.”

“Take a screenshot, a screenshot!”

Ge. Don’t tell me this title is the type that other people can see!?
Even though each and every person’s status screen shouldn’t be able to be seen… that’s how it’s supposed to be …
Thinking that I so-ftly move to use the glass of a nearby NPC store as a mirror and check above me …. gyaaaaaaa! The title is displayed above my head!?
What’s with this harassment!? Is that what the management’s going for!?

Naturally you can choose whether or not to display normal titles overhead or not but normally no one displays it; I mean isn’t that expected? In the VR world, having words above your head bobbing as you move is pretty weird, right?
To clarify further, try thinking about how it looks in “real”.
What if you saw, within a congested crowd of people, for some reason there’s someone there with the words “Fairy Seducer” dancing overhead?
It totally stands out right? Even more so because it’s super strange.
That kind of situation is …..

I open the Title Screen in a hurry to fix it, hitting the option repeatedly to change it to hidden.
But the management’s harassment had a continuation.

[This title may not be hidden until the end of the event or you terminate it.]

was the warning message that popped up.
Even this is official??? The title isn’t just written above my head, the final blow is that it’s flashing in 7 colors you know? There’s no way this won’t stand out.
There’s a huge crowd of people, but please don’t blame me for being in the orz pose.
I never thought the day would come where I would seriously take this pose, not just in chat.

The ones who came to comfort that orz me were the Fairies of other players.
A snake-like Fairy came and nuzzled my hand; a fox-like Fairy came and *pero pero* licked my cheek.And then a rare, large, human-shaped Fairy patted my head as if to say, “good kid, good kid”.
This scene was completely recorded in screen capture videos, and when I found out and saw it, the fact that I agonizingly fainted in embarrassment is another story.

Since the Title: Fairy Seducer attracted too much attention already I explain everything about it to the people surrounding me … shyness-play at this age is too much like hell.

It’s probably not worth trying to declare war on the management with some kind of counterattack.
There has to be some way …. you guys better remember this… tsu.

If that’s the case, “Then, just fight one time to get rid of the title” is where the discussion quite naturally led to.
As expected I most definitely don’t want to walk always pulling this title around.
Hurry up and fight once to get rid of it, right; let’s do this.

“Then sorry, but can I ask for just one Fairy PvP with someone?”

I try and ask, and the female player who owns the fox Fairy that had just been licking my face stepped forward with a “Then I will” as an introduction.
I am beyond happy right now that such active cooperation came … tears will come out ze.

[Elise requests an Event PVP. Will you accept?]
is what the girl floated up towards me; after that I just need to answer “YES” and fight and it’s all good.
So I’m about to press YES when … there’s something hitting my leg.
Wondering what it was I look down … right there is the fox Fairy nudging my shin with it’s nose.

With a “Wait a sec” request to Elise I turn back to the fox Fairy with a hug.
I ask, “I’ll give a listen, are you trying to tell me something?” to see what will happen.
When I asked a question in the previous dungeon, the Fairies used their actions to respond to me.
Since there was something written about the Fairies’ egos coming out in the update, I thought I’d better properly listen to them.

But the fox did nothing but stare at me.
… no, to be precise it’s staring at the [PvP Acceptance Confirmation] window.
Don’t tell me.

“Ummm, so you … DON’T want to fight?”

I try to ask. At that it vertically nodded its head several times and then began to rub against me.
Reacting to the soft and fluffy fox Fairy’s unexpected actions, its master Elise cried out

“E-even though ***I*** never get that kind of skinship!?”

a bit teary-eyed.
As expected with the Fairy like this, my willingness to press YES has been blown away somewhere.
I press NO and refuse the PvP.
… and after I refuse the fox suddenly became playful, and with Elise crying out “C-come baaaaack~!” in a teary voice it started to turn into chaos,
This situation is turning into kind of a black mark on my history and it’s completely transmitted to the players surrounding us …

“It’s Fairy seduction alright.”

“Aa, there’s no mistake, it’s a natural Fairy Seducer.”

“That title doesn’t lie, huh, can’t deny it.”

“Can’t we attack him in a dark alley? We can’t just let him be …”

So, tragically Fairy Seducer became famous in one swoop and it’s become a mess.
Just what have I done-! When I yell that,

“““““““““Seduce a Fairy (right?) ”””””””””

was the comedic response everyone took, and I collapse into my second orz.
When I did the surrounding Fairies once again came to comfort me, and also, as expected, Fairy Seducer’s bad reputation spread out in a vicious cycle.

Just in case, the players around tried to help and issued Fairy PvP challenges to me.
The results are all the same … With sad, abandoned puppydog eyes they’d turn to face me appealing that they don’t want to fight.
With them acting like this, would I be able to hit them? Shoot a bow at them?
You can say I’m incompetent, but I can’t do it!

In less than 30 minutes since I logged in, just like the time with the cook uproar, I’ve become famous; the days of shame with the title have begun.

But of course I don’t seriously hold a grudge against the specifications the management has made …

SKILLS
[Hunting Bow]Lv38 **[Kicking Assault]**Lv5 **[Farsight]**Lv45
[Wind Magic]Lv43 **[Craftsmanship]**Lv39
[Cooking]Lv40 **[Stealth]**Lv32 **[Physical Ability Reinforcement]**Lv12
[Thief]Lv30 **[Whip]**Lv32

Reserved Skill(s)
[Blacksmithing]Lv25 **[Woodworking]**Lv24 **[Alchemy]**Lv35

Title: Fairy Seducer
Hidden Effect: If you attempt to Fairy PvP, the opponent's Fairy will try to Appeal with all their might that they don't want to battle. It's an Appeal using deep affection to try to interrupt the fight.

You can't initiate a Fairy PvP yourself.

These effects are not disclosed to the Players.

Dance of the Fairies Second Half, the Fairies Whose Egos Began to Grow are …

["O-i, Earth-kun, can you hear me~? It's Rona."]

That Whisper flew in after I'd somewhat recovered from my orz and had stood up;
It's rare for one to come from Rona.

Clackclackclackclack…

["Aa, I hear you. If you only need to talk I'm ok."]

Sizzzzle…

['that so. I've got something I want to discuss, is that fine?"]

Swayswaysway

["About making food right? For your Fairy."]

– A, thanks for waiting. Over here you wanted a Fairy's portion, right?

["Aré? How did you know what I wanted to say?"]

– It will be a bit of a wait until the next batch is complete~.

["Right now there's a ton of players asking the exact same thing!"]

Right now I'm mass-producing, not fried chicken nuggets, but Fried Rabbit Nuggets.
I haven't gotten them to Quality 7 yet so originally I didn't want to put them up for sale, but right now continuing to make a large amount has become top priority.
It's kind of become a stall that specializes in fried meat.
All of the players who've come to buy them have come to buy them for their

[Fairies].
How did it get to this.
I reflect on what happened 30 minutes ago while being soothed by a sheep-like Fairy nuzzling against my leg. This little one's master is right in front of the stall stuffing his cheeks with fried meat.

A, I've stowed away the dangerous attachments on my shoes, alright?
I'm not wearing them because the Fairies keep dropping in to nuzzle against me.

After Fairy Seducer's notoriety became set in stone (I don't want to accept it, but it can't be helped) it was probably about 10 minutes after I accepted it and stood up?
I completely didn't have the energy to head out for the hunting areas, so I decided to stay put cooking in a food stall while making plans to do my best tomorrow; at that time a male player came over.
Is he going to buy some food? But just when I was thinking that …

"'Scuse me, do you have any food items for this guy (Fairy)?"

Is what he asked for.
When asked why, up until now he fed it with NPC bread he bought from the store, but after the update it started eating less and giving a dissatisfied reaction when eating it.
It eats fruit, but just eating fruit seems a bit unfortunate.
The Fairies are omnivorous, so it's not a problem of what they're able to eat …
The player who is the sheep-like Fairy's master's shoulders slumped.
He sure loves it, naa.

When I try and feed it a Boiled Horned Rabbit Steak it immediately chowed down.
Munchmunchmunchmunch it gobbled it all up in an instant.
Is it okay not take it from your master, oi; though I'm making a retort, it must have been hungry since it's single-mindedly eating.

The sheep's master and I faced each other in silence.
When he murmured, "As expected of the peerless Fairy Seducer,"
I flung back, "What the hell!"
I should see whether or not I can make a Tsukkomi Harisen (though out of iron).

Anyway, we've established that it will eat food made for players.
With this it feels like it'll be fine.
Since the steak was something I fed it as an experiment, I didn't charge him.
I'm just happy it was resolved.

With that settled, the next thing we want is "something that satisfies for the cheapest price."
What were the sentiments of the guy behind it?
"To spoil them you have to let them eat something good, yo!" When I retorted, the reason he gave was …

"This guy, he eats an awful lot …."

He tearfully complains.
Whatever you say, with it's Tackle and magic attacks in combat it will definitely make things easier, and certainly the earnings increased, but well.
Anyway this guy eats really well.
To be specific, before the sheep's master had finished one steak, the little sheep had devoured 4….
If it's 4 pieces of NPC bread the food costs aren't too extravagant, but when it comes to feeding it the same food players eat the situation changes.
Looks like his Engel's coefficient jumped up; why is this starting to feel like we're adjusting a family budget …

With the situation at that degree he's been going around begging for cooks to do anything they can to help.
What we need is something that's cheap, easy to mass produce, and relatively simple.
For that, fried meat would perfectly hit the target.

Making the marinade is a little bit of a hassle, but time-wise it's nothing big; using a heavier flavored seasoning will shorten the time the rabbit meat will need to marinate.
In real-life this marinating method would only be ridiculous, but it works so we'll use it.
After that we'll use the [Cooking] Art <Cooking Acceleration> to further shorten the time.
With this I'll be able to mass produce them until the ingredients run out.
Although salt and pepper are expensive, buying just one portion of soy sauce gives me a large volume, and the price for garlic is also reduced since you can't

eat it on its own.
The result: I can achieve the low price of 3 pieces for 20Glow; within that the profits are pretty slim.
This time I'm only doing this separate to help people out.

This will probably sell pretty well; though it's only a recipe I've made through a rush order, somehow there are players appearing to order it called through Whisper.
Furthermore, I'm getting kind of a bad feeling.

"Um, what's going … on?"

The response was simple.

"I just told my friends that there's cheap and easy food being put out here."

It really came … Aa, it's the beginning of the war, the cooking war …
I'm going to be logging out late again, dazé…

["And so I'm now in the middle of a Cooking Frenzy."]

I convey all this to Rona while continuing to do all this cooking.
From the other end a ["Uwaa …"] from Rona can be heard.
With an improved meal for Fairies out, it wasn't just the sheep Fairy in a bind; a lot of customers are coming by, ee.

Just to say it again, "How did it get to this!"
In the end I continued to mass produce Fried Rabbit Nuggets until I was exhausted.
Maa, in real life the marinade would drop in quality, and while frying the oil would become dirty; since these don't happen it's probably pretty easygoing.
Until the very end I continued to fry meat.
Looks like this is going to be my daily activity everyday.

SKILLS
[Hunting Bow]Lv38 **[Kicking Assault]**Lv5 **[Farsight]**Lv45
[Wind Magic]Lv43 **[Craftsmanship]**Lv42
[Cooking]Lv46 **[Stealth]**Lv32 **[Physical Ability Reinforcement]**Lv13
[Thief]Lv30 **[Whip]**Lv32

Reserved Skill(s)
[Blacksmithing]Lv25 **[Woodworking]**Lv24 **[Alchemy]**Lv35

ExP 16

Fairies are also greedy; the food requests increase.
Earth’s sufferings continue from hereon!

Dance of the Fairies Second Half, the State of PvP Combat

After a few days the cooking situation has calmed.
With the cooperation of a large group of cooks, Fairies have been confirmed to happily eat any food with a Quality of 6 or more; to get in on the cheap food in large amounts cooking, each and every cook devised methods to mass produce food.
Like this, even the people who can't earn as much and have had problems with getting their Fairies' food has largely been taken care of and the chaos has calmed down.

With that solved, now the people who are serious about PvP are beginning to increase.
The PvP until now has been the standard; try to end it by somehow hitting with a high-powered attack. Aside from that, there are people who are good at handling other Skills to battle; in order to evade there are Guard and Evasion Skills around that you can use, and also attacks that can break through with Feint.

This time the previously announced Negation System has entered the fray.
With this magic can be used to strike back swords, and the reverse where swords can repel magic can happen, so that you can fight in a hero vs hero like manner.
Maa, there's still only a few players who can handle it.
Since magic comes flying in at high speeds, it's not possible to completely cut the damage of a powerful Art by hitting it, so some damage will be taken. Arts with a lot of power naturally take a long time to activate and have a long time between recast; the chant to activate magic can take a long time.

How to predict your opponents' moves, whether to negate, to avoid, or to use weak Arts in order to avoid a direct hit and reduce the damage while enduring it; there's been an outbreak of this method of reading each other's cards.
In order to use the entire body and surge forward at high-speeds to deliver a blow, there are also players that use the distance-shortening magic from the [Tackle] line of Arts; it's a weak magic used to close the distance in an instant. This is in order to lure a counterattack by catching opponents off-guard so that

they use beginner level magic, then using Negation to counter with a particularly heavy-handed magic to return the shot; it’s a standard way of using predictions.

Regarding weapons, with Arts there are Counter Strike Arts to take; when aiming for the players who use that Counter, there are players who use small magic attacks that just barely don’t reach, inviting their opponents to swing at them pointlessly and further counter. The amount of spectating players who enjoy the spectacle has increased.

Of course there’s also Fairy support attacks and support buffs mixed in.
There’s a Fairy only unique magic called the [Wall] type that makes a temporary wall with magic and is only usable by the player once in battle.
With that, when a counterattack comes you can turn the tables by making a wall at your own discretion; on the other hand, for those that rely too much on that wall, hitting it with an attack that surpasses the allowable damage and getting a hit in due to their carelessness is another way to take advantage of predictions.

Wall is useful, but since it isn’t very hard if you use it with the wrong timing it will be immediately destroyed. Moreover, you’re at considerable risk during the time it takes to call out a Fairy Wall.
Assessing the situation, there was a screen-capture video taken and officially uploaded, where the degree of friendship needed in order for your request to be properly understood by your Fairy was tested and show-cased in PvP.

Using that as a reference for how to maneuver and devising strategies, you can copy it into your own style of PvP to a certain degree, and of course there are also players who try to move in their own direction.
As always with martial arts, imitation, that is copying, will give birth to new things.
That’s why, if you think something is good and want to do it yourself, there’s nothing to be ashamed of in accumulating actions and tactics that way.
However, just copying will lead to nothing but an imitation after all, noda.
Because the most important this is to put your own flavor into it.

From the developers’ side, they probably really wanted to build up the excitement for PvP.
Even if the players grow exponentially through PvP it’s not really a “final ending” type end content.
It’s natural that this prediction and Arts PvP will need to be fine-tuned, but unless they screw it up there, it will definitely continue for a while still.

Well there have been a lot of games that have screwed up like that and have disappeared.

Right now I have confidence in those modifications … I guess, but it would be a waste not to accept this system that we've finally been given; the event this time may have been assembled to naturally understand the likes and dislikes that will come about.
As more and more videos are being uploaded, the posts have definitely increased in the PvP section in the forums.
It's no longer just "Raised my Fairy's status;" pure excitement about PvP is also playing its part.

Now then, this may be redundant, but the "sky eye" tactic is of course prohibited, so it's made so you can't use Whisper Chat in PvP.
"Sky eye" is a tactic where spectating players give information on the opponent from the outside; because the opponent's actions are monitored, players get a one-sided advantage since they can get reports on safety areas where the attacks definitely won't come in order so they can leisurely decide what to do.
In this case all fairness is lost.

Of course external communication system tools[1] are also prohibited.
Since you can use those cheat tools in the same way, "One More" developers will immediately suspend your account if you're caught using external communication systems outside for direct communication.

Now then, of course when the spectators and PvP fighters gather together things will sell well.
Aside from the expected repairs, people will naturally want food and drinks.
Street stalls and food carts in rows also gather around PvP to do business.
It's become popular to eat bar snacks while watching the exciting, heart-pounding PvP

However … there are players that won't go with the flow.
Yes … the players who forced the Fairies to fight like slaves from before the update and continue to work them hard.
For those guys …the time has come to repay that grudge …

SKILLS
[Hunting Bow]Lv38 **[Kicking Assault]**Lv5 **[Farsight]**Lv45

[Wind Magic]Lv43 **[Craftsmanship]**Lv43
[Cooking]Lv47 **[Stealth]**Lv32 **[Physical Ability Reinforcement]**Lv13
[Thief]Lv30 **[Whip]**Lv32

Reserved Skill(s)
[Blacksmithing]Lv25 **[Woodworking]**Lv24 **[Alchemy]**Lv35

Next time is a look at the situation of the players who worked their Fairies too hard
Looks like Earth won't get an appearance for a little while.
Afterwards he'll get picked on so for now he gets a break …

Dance of the Fairies Second Half, Retribution Prologue

It was there, at a certain special PvP arena.
It's a basic coliseum style place that's specifically used for PvP now, but it wasn't through "One More"; someone started PvPing there and more fights followed one after another, turning it into a special arena.
Since fighting with lots of different people is a requirement to evolving Fairies' statuses, it's a situation where throwing yourself whole-heartedly into fights is absolutely necessary, nanode.

Now, this is something that happened at that special arena after a number of matches had finished.
Players equipped for more competitive fighting were there.
One side led a wolf-type Fire Fairy and had a one-handed sword, shield, and wore heavy armor; a heavy equipment fighter.
The other side led a falcon-type Wind Fairy and dual-wielded swords; for the sake of mobility it was a light-armor styled swordsman.

When the two players declared their intentions of opening of a PvP session, the countdown to the battle began, but … .
Around the Fire Fairy led by the one-handed sword player a black aura-like thing began to dimly manifest.
A murmur went through the crowd around the sight-seeing me, wondering what was going on.
After all, this was a phenomenon never seen before in all the PvPs up until now.
I've seen several Dark Fairies in PvP but none of them had anything like this completely black darkness.
And anyway, since flames are coming from its fore and backlegs, it … should be a Fire Fairy?[1]

The countdown continued without a problem and the system isn't registering an error, so what is THAT? The surrounding people make a fuss.
Like that the countdown approached 0; the PvP began.

Acting like the victory goes to the one who makes the first move, the normal Wind Fairy led by the dual-wield player that isn't putting out the black aura shot out a barrage of weak Wind Fairy wind magic as cover while the dual-wield player charged in without minding it; the effect is that nothing can come through even without using Arts.
It's a way to close the distance between opponents by making use of predicting how your opponent will react.
On the other side, the player that led the Fire Fairy still releasing that black aura readied his shield and lay in wait as his opponent charged in.
But, why isn't he giving his Fire Fairy instructions to provide support attacks?
It's also unknown why he completely left the Fire Fairy to auto-attack.

When the Wind Fairy's wall of magic dispersed, the dual-wielder's sudden strike was warded off … he's good, those movements could never be mastered by someone who only relies on the System.
Getting his attack turned aside, the dual-wielding player's balance was destroyed; in this situation you should pursue with an attack, using your Fairy to attack as well in a combo.
… even though it should be like that, for some reason that combo didn't happen.

… The Fire Fairy, in response to the one-handed sword player's orders to attack, [Ignored] the orders noda.

If it was a fussy order it would be understandable, since there are a lot of things that would trigger a refusal response from a Fairy.
On the other hand, giving it simple instructions, like telling it to attack or defend, would normally have no problems; actually, out of the 100 PvP battles I've watched before, this is the first time I've seen a Fairy do this and ignore orders.

No, I've seen refusal, but this time it's [Ignored].
The time when an attack can't be done in the situation, even if the relationship between the Fairy and the player is good, the Fairy will make a posture of refusal.
For example, telling it to shoot out magic when it had just shot out magic.
I can't do it, sorry; that's the kind of intent the Fairy refusal is supposed to convey noda.
But to ignore means … something like not even wanting to listen to the player master. If it's something like that …

"I see, so he's using a Slave Fairy …"

Someone muttered that, and in response everyone around fell silent at once.

The one-handed sword player who had just lost the best chance to attack due to his Fairy's Ignore fell into a tight spot.
The dual-wielding player's Wind Fairy took the initiative to toss out magic in order to save its master.
The magic was a magic from the Wind elements, <Shock>. There's some damage from the small shocks the wind-type emits, but the greatest advantage is a short stun that lasts several seconds; it's an addition that can daze the opponent, and the more metal parts on your opponent's equipment the greater the chance for a daze. It's a magic attack that makes heavy-armored warriors cry.
And the one who took that attack is a one-handed sword and shield wielding player clad in metal armor from head to toe.
When against Wind magic and a Wind Fairy during PvP, it's a magic that you should never let hit you no matter what.
It's something that should have been obvious… but with that perfect attack chance it was blown completely out of his mind.

That blunder is … something he won't be able to recover from.
Under the influence of the temporary stun, his movements are stopped for several seconds.
Dual-wielded swords have heavy attack power, and this wielder is now able to make his moves freely for several seconds.
The results are clear; that is, the dual-wield player's victory will be the result.
Without mercy against the one-handed sword player who couldn't move due to stun, the tips of both swords were thrust into his neck; heavy armor has no meaning when your weak points are targeted.
With the transient shattering effect, what's left is the decisive victory.

Slave Fairy, while it refers to those Fairies treated like slaves, it also serves as a form insult to those players who work their Fairies hard like slaves without compassion; it has that kind of double meaning.
Just from watching from the sidelines I get how horrible their treatment is.
At any rate, it's not just working them hard; if a Fairy gives a refusal sign that the player doesn't like, they'll hit them or send them flying with a kick.
The players who want to get along with their Fairies can't stand to see such depraved actions.
Because of this players quarreled with each until it became a full out PvP war.

The result is "that" …

In the end, those Fairies won’t help in PvP (maa, that’s to be expected though), to rub the humiliation of being beat up in your face.
But if you want to evolve your Fairy’s status, there’s no other option than continuing to PvP.
And Fairies’ attack powers are raised under the special rule.
In general, it’s a situation where you can’t win if it won’t fight.
It’s karma, na; after picking on your Fairy, the abuse that you dealt has now been brought back onto you.
But that’s not all there is … that’s right, that’s not all there is, noda.

With a red face and glaring at his own Fire Fairy … does that mean he’ll hit it again?
… but that player restrained his hand and took his leave.
So he controlled himself… if you can do that then can’t you avoid using a Slave Fairy from the beginning …

That’s what I thought when I saw that then.
But, I wonder why the one-handed Slave Fairy user didn’t hit it.
I found out that reason when watching another PvP again…
[Will have their egos released 100%]; this is one meaning of that announcement.

SKILLS
[Hunting Bow]Lv38 **[Kicking Assault]**Lv5 **[Farsight]**Lv45
[Wind Magic]Lv43 **[Craftsmanship]**Lv43
[Cooking]Lv48 **[Stealth]**Lv32 **[Physical Ability Reinforcement]**Lv13
[Thief]Lv30 **[Whip]**Lv32

Reserved Skill(s)
[Blacksmithing]Lv25 **[Woodworking]**Lv24 **[Alchemy]**Lv35

This was also written in preparation for receiving criticism.
But if I don’t write the tale won’t go on.
Whatever you say, it’s proper for the player side to get the advantage, but this event was written so the dice comes out 1:1.

An event with player disadvantage that only rewards portion of the players used to happen a lot in old games; that’s the kind of feeling I was going for.

Dance of the Fairies Second Half, Retribution Extra Edition, Once More …

That day I was leisurely hunting, and from hunting I got my hands on some great meat for frying, for making steak, and for stewing; it was a truly a laid-back time spent.

And then when I had finished making food, I'll put out a stall …and that's where this story begins.

"'Scuse me, are you free for a sec?"

The voice that flew out is, oya, this person is from the other day's PvP's …

"Aa, I don't mind, is it some kind of consultation?"

The one I'm talking to is that Slave Fairy user from before.
The man who managed to control himself before hitting his Fairy after losing the PvP.
The Fire wolf Fairy is also across from me; for now it doesn't look like there's going to be a complete separation.
THAT isn't really something I want to see na.

"Since you have that title overhead I thought you could help …"

Aa, so in other words it's like that.

"So you want me to mediate and help you reconcile with your Fairy?"

The response was a single "So you get it huh…"muttered.
Actually I've kind of taken several requests for some consultations already.
Anyway, calling "Come over" to the Fire wolf Fairy across from me, and raising my hand to pet its head; I don't know if it's because of my title, but it doesn't refuse me na.
For the time being, in order to listen to his story I don't have a chance to escape

so I'll have to do this to some extent … aa mou, even if being a seducer of Fairies is supposed to be good I don't want it; keeping calm is most important, that's right.
It's not like I actually mean to seduce it-!

"Just putting this out there, but is this about that video?"

It looks like it will be long so I cut to the point.
Ma, to some degree giving advice is the duty of someone who's seen many years like me.

"… that's right, though it's laughable."

How it stands, listening to the details, until now there he hadn't played any games where a pet has returned a dissatisfied and rejection response; in that way, for this game's Fairies to do those things is pretty good if you think about it.

In particular, there are times when the orders aren't clearly carried out, and they'll take meals and even show some cravings; all the information we still don't understand has increased in one breath.
Even if you look at the Info Sites the information is complicated; even for those of the analyst group that are the best at working out the correct data aren't able to increase the amount of information.
When he couldn't find anymore information, apparently he saw a player hitting a Fairy in dissatisfaction to get it to follow orders.

So that's how it is, it's best to treat them like you're training beasts; that's what he thought at the time.
It worked fine in the First Half; during PvP combat it was just like a servant~ at his side fighting, and it wasn't particularly hard to handle so wasn't it fine?

However in the Second Half the egos were 100% released and turned his world upside down.
The times where it won't listen even if he hit it increased, and in trying to fix it he hit it more.
That was the vicious cycle he fell into …
It's like when you use unreasonable violence and call it childraising …
You can call him a Slave Fairy user, but actually it was this kind of feeling of not understanding how to treat his Fairy; there's probably a lot of guys who unknowingly reached this dead-end from their abusive actions.

“Just when I was getting desperate … that video you know? It was a huge shock.”

That Penalty Battle that video turned into, huh?
… I completely agree in that regard.

“Aa, that certainly was … na.”

If you think about it, thanks to that video the analyst group’s info has become more complete.
One of the analyst group even said “I never thought you would actually lose it.”
If only the information was known sooner; to say that is probably unfair.

If the wrong information spreads, more than using Info Sites as a medium, there’s a danger of a large amount of people spreading the wrong information.
Therefore the most accurate information as possible is needed … no matter what a precedent is necessary lots of examples are needed so that information will be truth that cannot be overturned.
And so, in order for that precedent to pass through for information related to Fairies, the confirmation of information is delayed; also the majority of the people who upload to the Info Site are usually proceeding by feeling it out from a position where they don’t know anything.
… It’s like the information originates from people moving while wearing blindfolds.
While that might be a funny thought, there’s bound to be discrepancies with this unreasonable thought.

“Maa, when the second half of the event came, the information about the distance I should have between me and my Fairy has also increased; it’s still possible for me to make up him.”

that’s what the owner of the Fire wolf Fairy said.
This guy realized his own behavior himself, seeming to want to walk in the direction of having a peaceful relationship with his Fairy; he wasn’t told how to do it the first time.
In order to proceed, it will be good if he takes it one step at a time to find his own way.

“For your advice, I’m not sure what you’ll take, but I have gold to some degree…”

To those words, “You’ll need your gold, so please put it back,” was my immediate reply.
Picking up gold for a consultation like this is against my principles.
Not to mention, having expectations that it will all work out because you took out some gold is a dangerous mindset to have; reality isn’t gold after all.

“I’ll give my advice; whether or not you want to follow it is your freedom.”

With that preface in advance I began giving my advice.
For now, fight together, and when it’s time to take a break, rest with each other.
When it’s time for a meal, then take it together; for a while you should assume fairly good meals.
Aside from that, it may be difficult but, like when you’re dealing with a player you joined a party with, when the battle’s over and you’re heading back to town try saying “Good job” to it.
Like that, try presenting several of those types of behavior.

“Recently the Fairy-related information has been steadily accumulating. If you interact with it according to that information, don’t you think you’ll get a little closer to reconciliation?”

Concluding like that, I passed him some of the kara’age[1] I just finished frying.
The Fire wolf Fairy user was bewildered and said, “Eeeh, this is for…?”

“This is a special service. Try eating it together with your Fairy.”

Like that, the example of a meal has been handed over.
Because the so-called first step is crucial.
The Fire wolf Fairy user timidly presented the kara’age in front of his Fairy, between the two of them.
The Fire wolf Fairy sniffed at the scent several times, then took the kara’age in its mouth.
The Fire wolf Fairy’s user also stuffed his cheeks together with it.

“Like that, that’s good. The way you’re eating food together is important.”

Having safely given it a meal, it was a success and the relief caused them both to loosen up a little and, slowly crouching down, from the Fire wolf Fairy user’s back you could hear his voice.

If the first step is successful, it will become something people will get used to.
After that, if he doesn’t imitate the behavior of beating it in a temper, their

relationship should gradually improve … there's nothing else that will do except to do this again and again patiently.

"Thank ya … I didn't know what to do …"

Is the thanks that came from the Fire wolf Fairy user. After this it's all up to him.
He's taken the first step, so now he has to proceed along himself.
In the relationship with his Fairy, and also in his future actions.

"Don't worry about it, I just did it 'cause I felt like it."

I guess it's the place of a human born earlier to be nosy.
Ma, it's not like I'm a splendid teacher if I can even be called that, naa.
And then, together with the fire wolf spirit, he took his leave.

After that, on the event's last day, I happened to get the chance to see the fire wolf spirit user there, spectating the PvP … at that time the fire wolf spirit's black aura was no longer there.

Since the skills didn't grow in this extra, there is no Skill Writeup.
—

The conditions for acquiring "Fairy Seducer"

In the First Half …
Having the experience of playing with Fairies to a certain degree.
Excluding players' Fairies, having the experience of playing with Fairies of at least 3 different elements to a certain degree.
Excluding players' Fairies, having collaborated with Fairies.
If you more than fulfill this, all Fairies will have a favorable impression of you.
Because the frequency for it to trigger is high, Fairies will largely move in favorability.

There are 10 with the title. 7 are players with Fairies, 3 are players without Fairies.

Dance of the Fairies Second Half, Retribution Latter Part

Two days have passed since the previous PvP with the Slave Fairy user.
Since then I haven’t seen any Fairies that were Slave Fairies, at least not in my range of vision.

In the first place, the people who have done enough abuse to be hated to that degree are actually a pretty small group; the majority of players tend to give decent treatment.

This is probably also because enough time has passed that the result from treating Fairy’s with violence has come about and the information has been spread around.
For the most part, the people who treated their Fairies poorly apologized to them; along with improving their treatment, they also accepted the Fairies’ refusals. This extreme change in behavior is to avoid the deterioration of their relationships with their Fairies.
It’s become one of the most looked at topics in the forums.
The forums’ “How to improve your relationship with your Fairy” thread is always flooded with people.

Before throwing away a battle potential that you can only obtain once in an event or not at all, you should take care to put in the little bit of effort needed to improve the relationship; that kind of thinking naturally spread and the number of Slave Fairy users began to decline.

It’s not necessary to spoil them; just not exploiting them, fighting together, taking time off together, sharing food together, and treating them like partners will slowly and surely build up trust.
Even for the players who somehow hated the idea of doting on their Fairies, if it’s treating the Fairies like partners then it’s fine.

But there will always be exceptions in any world.
Like the people who continue to push forward until they can’t turn back anymore.

That type of situation was captured in a video, and was uploaded to a certain video site.
The things that can identify the person, like the name, were off-course blurred out …
That video is the biggest reason for the reduction of Slave Fairy users.
That video is over, but let's recall that one story about what happens when the relationship with a Fairy becomes the absolute worse it could get.

That video is a recently often uploaded PvP battle scene.
This time's story revolves around a player accompanied by a large tiger-like Earth Fairy.
That large tiger Earth Fairy is also putting out that black aura.
In other words, it's a Slave Fairy.

The PvP battle was reaching its climax, neither side being at a great advantage or disadvantage.
Both of their HPs have only about 10% left to go; it's a tense situation where getting hit with one more Intermediate Level magic Arts would lead to losing.
It's the last sortie; the tiger Fairy's player gave orders to his Fairy, and in accordance to those orders the Fairy triggered an Earth wall-like magic.
After that he just needs to lie in wait for his opponent to come running from the left or right, then launch an attack at him.

But the opponent decided to hold back until the wall disappeared.
In just a little bit of time the Earth wall like magic will certainly disappear.
The opponent and his Fairy, using its own discretion, shot out magic together where it disappeared.
Launching the surprise attack when the wall disappears, it's an opening you can aim for, and the tiger Earth Fairy player tragically took a direct hit and lost the PvP.
If we're talking about up to here, it's just one of the PvP's usual combats ending.
However, in this video the main attraction starts from here…

That tiger-shaped Earth Fairy's player must have been quite irate.
"Why didn't you protect me right there! You're a tool, right!
You're what the developers sent as main support, right! You've got no point to existing aside from protecting your master! Don't screw with me!"
He screamed something like this.

And in response the tiger-shaped Earth Fairy shook its head grandly 2, 3 times.

You have the freedom to handle your Fairy however you want. In regards to that, no one has any room to speak against it.
However … the Fairy also has the freedom to give whatever response in return, right?
It's not just the player's using them, from the Fairy's side there's also some expectations; to achieve those expectations it made a contract … to have the will to be used is also their freedom?
The player has the freedom to say the Fairy has no point to existing.
However, if the Fairy that made the contract absolutely can't accomplish its goal, then …

[Cancelling the contract can be another "freedom" right?]

It was almost like you could hear the words coming from the Fairy.
Certainly a contract is when both parties reach an agreement on exchanged promises…if it was between humans.
And then, if the sin of breaking the contract is committed, a suitable penalty is given.
But the opponent isn't a human but a Fairy.
Of course even a Fairy dislikes the unreasonable, so the contract will be returned to nothing ne~
that impression aside, I hadn't heard of a case where a Fairy cancelled the contract due to being worked too hard; that is, until I watched this video.

Just when I thought the black aura emitted from the tiger Earth Fairy had subsided, that aura attacked its master; what happened while I watched was …

PenaltyBattle!

Were the words that floated up, but the place is the PvP field-space?
All of a sudden a countdown began … this is quite foreboding.
As for the player he seems to be confused, while the tiger Earth Fairy stares at its master Grimly.
When the countdown reached 0, the tiger Earth Fairy instantly broke into a run.
"You're attacking me!?" is what the player let out; while panicking he dodged the tiger Earth Fairy's attack, then moved to counterattack.

The offense and defense switched back an forth, but in this field-space the Fairy PvP special rules apply; it's clear that attacks from the tiger Earth Fairy's side are

especially heavy.
Keeping the number of attacks roughly the same, then the side with the heavier attack power will obviously have the greater advantage.
In the end the tiger Earth Fairy puts the nail in the coffin and the player collapses.
However, normally as soon as the HP hit 0 the player would shatter, but why is he still collapsed over there?

The tiger shaped Earth Fairy will teach us that reason.
When it bites about the collapsed player's heart, it retrieves a shining jewel-like thing in its mouth, that is… isn't that the Fairy Contract Crystal?
Carrying the Crystal in its mouth, the tiger shaped Earth Fairy took its leave… and slowly vanished.

After it vanished, the player that was left there revived.
But immediately after revival he yelled,

"Everything to do with Fairies got reset, damn developers!"

There it is … showing the player raving, the video ended.

I sigh as I look away from the video …
Basically, what you get from this video is that for a Fairy to abandon a player … is reality.
If you're strong and can win that Penalty Battle then the contract won't be released; maybe a Fairy uses that to make a decision itself…
In that field a player is largely at a disadvantage, so winning would be extremely difficult.

This is the result of another bad practice of the many pet systems nowadays.
With the recent helpful pet-related things, look, it looks like a random system but there's a lot of people who will go in on it right? And like that, often money will get involved.
And of course the acquired pet will be strong and capable of being support.
It absolutely can't refuse a given order, and it won't be upset no matter how you use it.
As expected of a tool, it's one useful instrument …it has that kind of feeling.
That's probably why they can't get it; the tool-like Fairy refusing an order and in the very end it vanishes.

Since it’s just game data, there won’t be a disadvantage no matter how you treat it.
I bet that’s the kind of delusion they’ve been unconsciously believing.

In another way, “One More” might have made a full revolution back to old-style games.
Old games usually had a proper degree of intention, even if it had pets it was expected that they would sometimes refuse orders; excessively and violently shooting out orders in quick succession and then having the pet suddenly go berserk, release itself, and then come rushing back over was common.
Like that it was necessary to properly feed them, and not violently rapid-firing orders of was standard.
The people now probably don’t understand that type of thing na…

With this complicated mental state, I’ve lost the desire to login to “One More”, and I just went to bed like this.
Retribution … this word has given me heavy feelings today.

SKILLS
[Hunting Bow]Lv38 **[Kicking Assault]**Lv5 **[Farsight]**Lv45
[Wind Magic]Lv43 **[Craftsmanship]**Lv43
[Cooking]Lv48 **[Stealth]**Lv32 **[Physical Ability Reinforcement]**Lv13
[Thief]Lv30 **[Whip]**Lv32

Reserved Skill(s)
[Blacksmithing]Lv25 **[Woodworking]**Lv24 **[Alchemy]**Lv35

Dance of the Fairies Second Half, Even though it’s the Final Stages of the Event

“Oo, thee over there, thou who bearest the title of Fairy Seducer jya, would thee not waitst a moment?”

In the middle of town I was called to stop with very, very old-fashioned words.

“… uuuum, am I the one who meets your expectations?”

There’s probably no mistake it’s me, but responding like this is for something called form’s sake.

“That’s right, thee there jyayo … for a while, does thee hast some time?”

It’s an old man player … I think?
The character appearance is that of an experienced, silver-haired warrior with silver hair, long beard, and a moustache.
His equipment is … heavy armor and a two-handed axe, huh?

“There’s no need to worry about that. Is it some kind of consultation?”

Recently there’ve been a lot of these incidents; I guess it can’t be helped, since this title glittering overhead stands out.
I have no choice but to bear with it during the event; just be patient a little longer.

“It may be a consultation, as thee callst it. For a while, let’s discuss this with thee in a place of fewer people jyaga.”

Uumu, I guess there’s a reason for it. I’ll try going along with him.

“Then, please lead the way to a place where we can talk.”

It was probably about a 10 minute walk.
He led me to a house that didn’t have many signs of people around.

Taking the pains to go this far … I wonder what he wants to discuss.

He offered me a chair and with a “At thy will, if thee wouldst, please sit,” and so I obediently sat.
He also offered me something to drink, and then taking a breath he began his story.

“To begin with, mine apologies for not being forthwith jyaga, but Grad, would thee hast met with the man calleth thus?”

I don’t have any memories of meeting him, and I don’t know the name, so I reply by shaking my head left and right.

“Is that so … it’s been said that man was getting involved with those who beareth the title Fairy Seducer, so there was the thought that thee wouldst also have been involved jyaga.”

Fuumu, here I pose a question.

“Sorry, but can I ask a question? This Grad, how do you know him?”

At that the old man in front of me nodded his head.

“Oo, this won’t do, to have forgotten to give mine name, this is a great discourtesy.
Mineself is called Silver, just a simple old man jyayo.”

Silver-san huh … there’s absolutely no way he’s just an old man na.
Both his weapon and armor alone are noticeably first-class equipment, and his roleplaying abilities are high with no hesitancy in his persona at all; it’s not just a little bit, he’s a man who is far above myself.
If it wasn’t for this title we would absolutely never have a chance to talk na, there’s no mistake.

“And now to respond to thy question jyagana. That man was one of mine party members jyayo; though his behavior was a bit problematic, it was by no means horrendous; a tank … as thee couldst call it? As that implies, that man was the first in front with the abilities to protect everyone, purely a warrior who, no matter how one saw that man, was a man with more than enough strength jya.”

Fumu, but this is all past tense …

“And then something or other happened that caused him to be separated from the

party, huh …”

Right, when I muttered that, Silver’s white eyebrows twitched slightly.

“This discussion is moving along quickly. It’s just as thee hast said, jyayo, that man becameth impudent jya.
‘You all are only able to fight because I’m handling the front,’ were like that man’s favorite words.
Certainly Mineself recognizes that man’s abilities; it’s thanks to that man that the amount of battles we are able to fight are unusually large.
Jyaga, but that man cannot fight alone; that is what that man has yet to realize.”

So saying he sadly let out a sigh, then gulped down his drink.

“Certainly it wasn’t anything like Mineself not supporting that man at all. Often while scolding that man jyaya, ‘It is not like Mineself does not know thy strength, but jyagano, conceit does no good,’ Mineself will say … but jyaga that man only sees it as the preaching of a fussy old man and doesn’t listen deno, and that man will just say, ‘Oi oi, you’re just scolding me, haven’t you had enough?’”

I see, it’s kind of like Silver has taken him in hand and is treating him like a grandchild na.
Right now I totally understand how that situation can come about … though I’m too old to be his grandchild.

“But despite the way things were, the party continued to stay together right? His behavior aside.”

I try to ask; I have yet to understand why I was called out for a discussion.

“That’s right jya, and the main part starts from here jyaga. This time’s event is involved with those cute children, the Fairies, isn’t it jyarou? Of course Mineself as well immediately went to contract with one jyagano … but you know, Grad was the only one who failed jyayo, to make a contract.”

Mu, just like me huh … even if the stats say that there were 219 people who failed, this is the first time I’d directly heard of a(nother) failure dana. I probably just don’t have good human relations.

“Grad was furious; ‘Why did I fail, when everyone else succeeded!’ he would roar loudly … Naturally ourselves tried to encourage him while trying not to

spoil the atmosphere jyaga, but it was counterproductive deno, and made Grad even angrier …
‘You guys can only say it because you succeeded!’ and the like …
And it was a mess …”

I haven’t met this man called Grad in person so I can’t really make a judgment on his character, but with everyone around him succeeding, and he’s the only one who can’t use what they can, I guess I can see why he’d get upset … his behavior aside I can at least understand the reason.
I understand the reason, but I probably wouldn’t lash out at everyone around me.

Now that I think about it…

“Silver-san, what about your spirit? I somehow get that you have one, but I can’t see its form.”

When I said that, Silver said, “Oo, Mineself had it hide its form jyattano; it’s fine to come out.” … while his voice was still resounding, the Fairy softly revealed it’s form.
… a Light … Valkyrie!? This is the first time I’ve seen such a clearly human-shaped Fairy!?

“As thee canst see, this child is Mineself’s partner, Mineself’s Fairy jyawai. To avoid standing out too much, normally she’s hidden jyayo. It’s a kind of thing that bends light like an optical camouflage.”

Looking like that, they’ll certainly stand out if she isn’t hidden; it’s obvious with that form.
I wonder if this isn’t the Fairy with the highest ranking status.
… no way.

“This may be extremely impolite, but could it be that this girl, from the start …?”

Because I sensed a connection I ask just to see.
“Yes, Mineself was able to contract with such an amazing child right away jyayo. For Mineself to use words of comfort, he probably could only hear sarcasm …
For Mineself especially … it was truly a dire blunder jyatta.”

… With one breath Silver downed his drink.

“Grad became aggressive against Mineself. It became impossible to talk with him jyagano.
While it was just towards Mineself it would still have been fine, before he caused the other party members trouble it was still over-lookable. After all he’d been a member for such a long time jyakarano, if it were possible to end things peacefully, the relations could still be repaired jyaganou …”

“Now it’s not possible.” He murmured this sadly.
Silence settles in. Seeing her master worried, the Light Valkyrie softly touched Silver’s shoulder.
Silver only replied, “My apologies …” and then placed his hand on top of the hand the Light Valkyrie left on his shoulder.

“As one might expect, this matter became too large jya … and that man became too high-handed.
No matter how long thee have known each other, good manners are still necessary jya. After losing thy manners it is simply throwing a tantrum … that man felt only he had been left behind, that it was only himself who was isolated without any blessings, and in the end he began to verbally abuse those who tried to call out to him. For this Grad who up til now had been able to remain in the party … though Mineself did not wish for such an ending jyattaga, as the role of party leader was left to Mineself the responsibility was mine … and so Mineself forcefully expelled Grad from the party …”

Right there he let out a huge sigh.

“Grad left these final words, ‘You’d better remember this! I’ll make you regret it!’
Ourselves were unable to do anything else. If Mineself had tried a little more, just a little more …
If Mineself had handled it more skillfully it wouldn’t have come to this.
After that, in the Second Half Grad … he repeatedly PvPed like he had gone mad jya, and Mineself has heard the story that he is accompanied by a Dark Fairy clad in black flames like a fox spirit.”

Uu-mu … My uneasy feelings when I previously worried about what would happen if someone in party failed to contract a Fairy seems to have been realized.
I’m not sure how much of Silver’s story is factual, but it seems this Grad character has some faults too.

If Silver’s story is correct, that is.

“I understand your story, but as it is, the reason you’ve established this Grad guy’s character is?”

Silver bowed his head in agreement.

“Mineself still has responsibilities. Mineself has also been repeatedly participating in PvPs.
Mineself is trying to enter the last 16 people. Thee might understand if Mineself tried to avoid the connection Grad and Mineself have … jyakarano, but you know, meeting like this to exchange blows and scold him is something Mineself cannot ignore. This is the role of an old man jyate.
And there’s something else; that man, Grad has been unreasonable forcing PvPs on those who bear the title of Fairy Seducer … he has decided to see them as his targets for revenge, perhaps.
Jyakara that’s why Mineself has done all Mineself can do and gone about giving warnings jya … of course if thee wants to fight what comes out of my mouth has no meaning, but if thee wishes to preserve the title that thou has had until now … then thee wouldn’t want to fight right jyarou?

“That’s all,” and Silver stood, to take his leave.

“Jyakara, like Mineself has said, though Mineself doesn’t know what that man would say, thee should not get too involved with him.
… especially since thee is popular with Fairies. In order to get his revenge he will associate thee with them and try to call out to thee… the revenge has no meaning what so ever, it’s simply pointless jyawai.”

I see … for now I’ll take that advice and prepare myself.
Specifically coming to tell me in person instead of sending a mail means that it’s a warning that he wanted me to hear as soon as possible.
It’s not good to just swallow the story as is, but I don’t sense anything that tells me he’s trying to trick me.

“I’m grateful for your warning, thank you for taking your time.”

Is the reply I returned; for now I can’t say anything other than this.

“Then Mineself shall take mine leave. To thy good health.”

With those parting words, Silver left together with his Light Valkyrie.

Oh boy, I’d like it if nothing happened, naa.
Maa, I should be thankful that I even got a warning beforehand.
Anyway it looks like I won’t be able to put it out of mind until the end of the event.

SKILLS
[Hunting Bow]Lv38 **[Kicking Assault]**Lv5 **[Farsight]**Lv45
[Wind Magic]Lv43 **[Craftsmanship]**Lv43
[Cooking]Lv48 **[Stealth]**Lv32 **[Physical Ability Reinforcement]**Lv13
[Thief]Lv30 **[Whip]**Lv32

Reserved Skill(s)
[Blacksmithing]Lv25 **[Woodworking]**Lv24 **[Alchemy]**Lv35

Extra Edition, Valentine Story

Valentines, it is the day of the bonds of love.
A day for romance handed down since ancient times that overcomes the hardships to declare love.
… but when it came to Japan it became a day of chocolate wars.
Originally speaking it's supposed to be a day where men and women face each other to talk of love, but …

"It's been a while, so let's tell Valentine stories derouze?"

The one who suddenly brought it up was Zwei.
He's *garigari* noisily chewing on an Unrequited Love Chocolate that drops from the event monster, [Rap Choco Merry].
By the way, it seems the Mutual Love Chocolate is a very rare drop, and so all the couples in this world are stubbornly running all over in circles trying to get their hands on it.

"But you know, naa, I don't have any good memories to tell, and anyway I can't have chocolate."

Is what Earth replied.
There's been quite a few times where Earth's allergy has caused him some troubles.
As a result of misunderstandings, there've been cases where he got hated in the past.

"You can't eat chocolate!? Uu-n, if you're allergic there's nothing you can do though …"

That response was Rona. Conversely, chocolate is her absolute favorite.
The reason she doesn't eat it often is because she's restraining herself somehow due to "weight".

"Recently you know, 'who you gave chocolates to' talks are usually discussions that appear between women."

Over here is Reiji. In 'Real" he's quite the popular fellow.

However he’s good at taking care of people, so in ‘Real’ the dark jealousy over his looks largely doesn’t exist.

“That’s true nee. For me, this year the men I gifted are my dad, just about desune~”

Said Milly. That girl is part of the easy-going types and is strangely popular among the same gender.
Like how her smiles are without ill intent and heal you.
… When Milly is seriously mad, within that smiling face it seems you can see a dragon.
By the way, Zwei saw it once. He won’t tell you the reason though.

“Maa, even a competition between who received the most chocolates won’t really happen among us desune.”

Said Kagamine. He’s the type who will get several consistent obligation chocolates.
Because he doesn’t look like the type to refuse, he looks like it’d be easy to hand them over.
And since he doesn’t look like he’d refuse, there’s probably some serious people who got through with a “Let’s do it too~” and mixed in.

“What, you’re all a bunch of wimps? Wouldn’t going for it with some more guts be fine?”

Nora seems to be displeased. For such an energetic girl, the contents of this rather tame discussion has become boring.
For her, she probably targeted the guys because she couldn’t run away.
In all sorts of ways, da.

“Theen Nora, give me some choco, of course serious ones♪”

It goes without a saying that Zwei said that. You could call him a challenger.

“Sure, then let me give you one serious Dagger and Water Magic-flavored present♪”

With that statement, in the Guild Area a PvP began.
There’s nothing else to be said about this ruckus; it’s now an expected part of the scenery.
You might say that if you can fight it means your relationship is good, but at that

moment Earth suddenly said,
“If it’s friends it’s fine ne~, but looks like becoming lovers is refused na”
and cut him down in one stroke; how pitiful, Zwei.

With Zwei’s form getting beat up by Nora as an accompaniment, the other members are munching on Earth’s cooking when, suddenly, Milly began to talk.

“Does anyone have a lover? Whether here or in “Real” is fine desukedo~”

In an instant the field became quiet. (With Zwei and Nora in PvP, you can’t hear them.)

“None na, looks like I’m already tired of love.”

The one who fired the first shot was Earth. And the continuation …

“None naa.” “There’s none for me ne.”

Are what Rona and Kagamine followed up with.

“I do … did you want details?”

Reiji absent-mindedly admitted. As Earth and Kagamine watched, Rona and Milly’s eyes changed color. Aa, a woman who won’t devour a love story, there’s probably none.
Against the all too furious pursuit, the normally composed Reiji became quite fidgety and Earth and Kagamine really didn’t want to cut in.

Whatever you say, not only does he have a lover in “Real”, he’s also playing around in “One More”.
No doubt hoping to be excused from any more than this about “Real”, Reiji, who started to sweat, let out a tired voice; aa, this is very tiring.

“Zwei and Nora are … before talking about love, right now they’re basically frenemies ne?”

Earth let his own thoughts spill out.
With the result of the PvP, the heavy-armor with considerable defense wearing Zwei was easily beaten up by the Nora who now floated a smile on her face that she hadn’t had until now.
It was as if to say that she had refreshed herself … as always, Zwei, so pitiful.
Maa, even this is the path Zwei must walk.
The Guild Master is also the guild’s punchline.

Whether it’s dishonorable or not, it’s something that has been set in stone.
The GuildMas’ charisma is something that can easily fall de aru.

“What were we talking about?”

To Nora she heard the response, “Whether or not you have a lover ~ that kind of confessional.”

“You probably already know but for me there’s also no special lover around naa. It’s not like I don’t want one though ne~”

She said with a cat … no, an intimidation like a tiger’s.
As expected of Zwei, even with this intimidation he can still play the fool …

“Then, I’m announcing my candidacy ze! And it’s perfectly Valentines! A perfect day for love confessions, Nora♪”

… well, Zwei is this kind of guy.
The type that has the drive to go for every flag triggered for jokes.
… but even so, even this kind of guy probably wants to get his hands on true love.

Well, that times not [now].

For the second time PvP began under the name of punishment time and the other members completely ignored it.
Having recently acquired Whip, Nora brought it out and one-sidedly beat up Zwei.
As expected they won’t get any further than friends who fight, those two.
Even so this is still fun; for the people watching it’s fun naa.

“Having a carefree talk like this once in a while isn’t too bad.”

Earth said with a sigh; to that murmur …

“Earth, you’re like an old man yo~?”

Is the punchline Rona harshly threw in.
For the Earth who started to play “One More” because he didn’t want his heart to grow old at least, it was a Critical Hit.
The depressed Earth is in the orz pose. And patting him on the head, as if he were a child, was Milly.
Quite the strange sight it’s become.

Since it’s gotten late in the evening it about time to disband; because it had been a while since they’ve met, they took screenshots and then disbanded.

Like this, because it was a casual, ordinary day, it was actually the most important thing to do.
Even though they aren’t aware of it, being able to spend time with comrades makes all of them fortunate people.
Like since they’ve been PvPing themselves to a pulp, da.
—
A/N: Since it’s an Extra Edition there is no Skill Writeup.
And so this is a story that has no relation to the original
I wonder of this bit of drivel responds to the request?

Dance of the Fairies Second Half, If You Want to Avoid PvP

Since I've already had Grampa Silver's warning, I've greatly reduced the time I spend in town.
Since PvP is done just about everywhere throughout the town.

Though it won't do to be careless, while in combat sending a PvP request is considered sabotage so even that guy called Grad won't be able to do it.
… With that, when I have to go into Nexia I have to be on my greatest alert or else.
I've got to be patient until the event ends; it's just a little more it seems.

Since I can't be in town then it should be fine if I go hunting, right? With that, it's been a while, but time to have fun going hunting.

Since everyone is largely getting involved with the PvP frenzy there are a lot of vacant hunting areas.
I head towards the hunting areas while lightly playing with all the Fairies.
There's quite a few that like riding on top of my head, na …
There's basically no weight; even if 100 of them rode on top there'd be no problem.
Am I a luggage rack … if I think too hard about it I'll lose.

Now then, this time my great prey is … Bear, that is, Bear-san de aru.
Formerly it was an opponent I had to fight together in a party with Zwei and co, but right now I'll challenge it; somehow or other I'll be able to defeat it if I strike first with a sneak-attack.
My supply of Bear meat is beginning to run low, and I'd like to have the pelt made into a cloak.
The defense power of the Werewolf Leather Set I'm using now is still on the high side, but even so it pales in comparison to Light Armor and Heavy Armor, and even that Light Armor and Heavy is fragile to attacks from behind.

Actually, there's the feeling that in reality even though armor boasts high defensive abilities from the front it's only so-so in the back.

No matter what it seems that the back’s defenses tend to be lower.

For covering that up I’d like to debut a cloak made of thick pelts.
Aside from traditional courtesy, the other reason kings would chose to wear cloaks wasn’t just to reveal their majesty, it was to protect against a sudden strike to the back.

Consequently the fluttery thin cloaks won’t fulfill the role; it has to be that kind of thick mantle.
I absolutely don’t want an accessory made just for looks.

Capitalizing on “One More’s” gaming characteristics, there’s a lot of different designs that the armor crafters will include just for elevating fashion.
Even so, as long as the defense capabilities are properly there it’s a pointless story.
There are lots of player who pay attention to their appearance (of course both men and women) and a cloak is a place you can use to greatly assert your individuality.
There’s good money to be made for the armor crafter mina-sans yo- there’s that rumor going around.

———————

Maa, in other words I’m Bear hunting.
This is really like fishing spots abandoned for lack of seabream, since there’s almost no other opponents wanting to hunt.
Even the Fairies started to indicate that they wanted to let go soon since I was going to hunt.
The Fairies who indicated that soon came to leave.
Accidentally shooting the Fairies with a bow is something I really don’t want to do na.

Now then, as expected I’m making full use of <Stealth> and <Thief Step> to not be noticed.
Leisurely checking that there no other Bears simply prowling around, it’s hunting time.
Set up the bow, draw the arrow to the limit … <Hawk Shot …>, and aiming between the eyebrows, shoot!
With the X-Bow, the forced compared to the past time has overall increased and mercilessly stuck the Bear between the brows, biting deep.
On shot was exactly 60%. Between the eyebrows is a narrow spot to have to hit,

but since it’s a sneak attack I can calmly aim; the me now doesn’t find it too difficult.
From the time at the training grounds where the arrows fell short and dropped like rain, I’ve quite improved since then.

Raising a large roar with the feelings of furious rage accompanying its dash towards me was the Bear.
Certainly its body-frame is massive, and with the fast speed too it is quite intimidating.
But, the distance it needs to reach here is too far, na.
There’s more than enough time to shoot a <Mirror Arrow> … at the declaration of the Art, shadow clones of myself appeared to the right and left and I set my aim; the target is the face, and if it hits, the eye.
I let the bear close the distance only a little, to avoid its convulsions …. and release the 3 arrows.
Dosu dosu zujya-! … all 3 hit the mark, and one of the clone arrows went and pierced through the eye.
The clone arrow that struck the weak point soon disappeared, but the damage has of course properly been done … though there’s about a 20% subtraction correction.

With all the attacks done so far, it’s no wonder that the Bear’s movements have slowed.
To be on the safe side I fire a Wind Cutter at the eye opposite to the one the arrow stabbed.
Certainly the opponent that has its eyesight reduced will have its aiming ability reduced.
Though it appears to be cruel, in my armor if the Bear’s claws scratch me once that’s 30% down in an instant; if it was the neck or head that was hit … it’s most likely instant death.
By no means do I have any sort of margin for error. Soundly weaken it to soundly take it out.
That is indispensable; if you get too full of yourself, even just for a moment, at that time you’ll roll into a messy situation.
On top of that I use the whip and <Restrain> the Bear’s forepaws; with this it won’t be able to use its claws to make an attack for a while.
I must give the finishing blow before <Restrain> comes apart.

Because the arrow stabbed between the eyebrows will disappear, before it disappears, with the Blade Shoes equipped I purposefully use a kick to push the

arrow through.
Like that, the points on the bottom of the foot called spikes are embedded with the kick, and if there was anyone around to hear it, they'd probably here a [GASU-!] sound.

However, with just this attack alone, it's not enough to give the final blow since the Bear's kind of a toughie.
Since the stereotype of a guy with a huge body having great physical strength is pretty close to reality, it can't be helped.
However, as expected of the attack, the Bear has crouched down; now all that's left is really the final blow.
Using <High Jump> I jump directly above the Bear.
Then, aiming at the crouching Bear's head, with a vertical drop I stabbed with a flying kick.
With this the Bear's HP was smashed into oblivion.

As expected, it wasn't like the time before when we fought the Wild Bear; by only taking one more hit to beat it, it can be considered a job well done and so I take a break.
I'm certainly breathing harder, and I'm conscious that my heartbeat is moving faster.
It really was close, huh. Choosing to go solo, you'll always be accompanied with this fear.
I've resigned myself to it; I say I've resigned myself to it but that fear won't reduce any. Since I'm fragile there's no helping that.
Even so this is how I do things. Doing things this way is good.

After that, I fought several more creatures. Several times I didn't evade and took the attacks.
One blow reduces my HP about 30%, and there was 1 time that made away with 70%; I seriously broke into a cold sweat then.
If I were to join a party there's no mistake I'd be in the rear guard; like this, if I was to face the monster in the front, it would be a poor decision in actual party combat so it can't be helped.

… Prejudice against the bow is still deeply engrained; as usual, if a party wants to recruit someone for ranged attacks it's the tendency to go with magic. With all the Arts I know up til now combined it's by no means weak, but getting a chance to show it off in front of people is …
While I'm thinking about that I withdraw; I've taken down several animals and

needlessly continuing to hunt and getting a Death Penalty would be a foolish story to have, and with this one time of hunting you can't say that gathering the pelts for the cloak is not close to being finished.
Just going back and forth a few more times is enough.

On the way back, I relaxedly played with Fairies while I returned.
Of course it's while I'm utilizing the Thief Art <Danger Perception>.

SKILLS
[Hunting Bow]Lv41 ↑3UP
[Kicking Assault]Lv9 ↑4UP
[Farsight]Lv46 ↑1UP
[Wind Magic]Lv46 ↑3UP
[Craftsmanship]Lv43
[Cooking]Lv48
[Stealth]Lv35 ↑3UP
[Physical Ability Reinforcement]Lv12 ↑2UP
[Thief]Lv31 ↑1UP
[Whip]Lv32 ↑2UP

Reserved Skills
[Blacksmithing]Lv25
[Woodworking]Lv24
[Alchemy]Lv35

ExP16

Dance of the Fairies Second Half, Crafting during the Event

"Heave, ho! Heave, ho-!"

Right now I'm in the middle of mining the tunnel-mines in the area around the second town, Nexia.
My goals are the two, Steel and Light Metal; there's a lot of prototypes I want to try making using these two ores.

"Heave, ho! Heave, ho!"

While raising my voice, I'm "heave-ho-ing" a pickaxe.
If I don't properly swing it to hit at the right speed, the ores won't be dug out.
The people around me, all in the same trade, may all be using different yells to psyche themselves up, but they're yelling while excavating.
While mining it's easier to get the timing down while letting out your voice noda.

Within this particular mine, fire is particularly prohibited; why?
Gakin! With that welcome sound the ores that came out are a few Light Metals, a few Silvers, … and

"Nge!? Everyone watch out! I've struck Exploding Ore!"

It's because of these Exploding Ores.
Where you excavate it is random and it's quite the pain with its special characteristic.
When hit with a certain amount of impact or applied heat, it lets off a huge explosion; a kind of natural bomb.
Before you dig it out there's no problem, but once it's dug up it the characteristics take effect.
With a careless impact it will become a dangerous existence.
Calm down and so-ftly store it in the Item Box.
As for the pickaxe it's doing its job in the ground; can't let the worst case happen.

“Ok everyone, the explosive has been retrieved, sorry yo-”

I say. The surrounding tension slowly eases.
As for why everyone got so tense … it’s because when it was first found in this tunnel, with an enthusiastic “It’s all you can mine da!” a blacksmith in the same trade was enthusiastically mining when he struck Exploding Ore; he carelessly tried it out by hitting it while it was still in the ground, it lit up and dragged everyone in the area into the huge explosion that erupted … it was a mass exodus back to the resurrection point.
Since that explosive incident happened, if you hit Exploding Ore you absolutely have to report to everyone around.
It’s to get everyone around’s cooperation to avoid hitting it.

… At any rate, I’ve somehow or other got some Steel and Light Metal so I’ll withdraw from the excavations.
As of now, the Exploding Ore is most popularly stuffed in a bag and used as a pseudo-grenade, though the handling is quite difficult. It’s easy to blow yourself up noda.
That there are people who use it despite that is an MMO characteristic; I’ve heard the rumor that they’re being called “Bomb Master”s.

———————————

When I returned from Nexia to Faust, I headed to the Forge.
There’s a Forge in Nexia too, but I have a lot of acquaintances at this Forge here, so it’s also a countermeasure against Grad.
Thief skill’s Danger Perception has been registering a single constant reaction.
Since it’s pretty suspicious, I set it to always be on caution.

“O, Boss[1], good evening~”

I call out to the player who, for some reason, is always in Faust’s Forge; of course his player name is actually different, but just about everyone calls him “Boss” like that, to show him respect since he’s the Top Player among the blacksmiths.
Think about a guy who’s the spitting image of a brawny, muscular blacksmith.
That’s basically the Boss’ look.

“Oo, if it isn’t Earth. Did you come to make more weird things?”

To some degree, I’m more recognizable than Boss due to the occasions where I

made weird weapons.
It might be redundant, but Boss' Fairy is a Fire salamander; truly a blacksmith's Fairy.
For the most part, blacksmith players choose Fire Fairies.
It's because they're Fairies who give support in regulating the fire when making ingots out of ores and when making equipment out of ingots.
Furthermore, that trait is more than enough for the Fairies of players who made blacksmithing their occupation and have no interest in PvP. Rather than PvP, it's way better to use your hammer to hit iron; there's a lot of people who hold that popular thought.

"Weird things 'te … that's a mean way to say it."

As I mutter that, Boss "Gahahahaha" laughs heartily.
That laugh really suits him well … it's 'cause he's the Boss.

I took my leave from Boss, who was saying, "Maa, do your best," and began my work.
What I'm making this time is a new arrowhead and a metal whip.

I wonder if you know about the thing called the twisted dagger.
If you don't know about it, then if you search for it you'll find it immediately. <T/N: Jagdkommando Tri-Dagger>
The blade isn't in a straight line; twisted like a screw, it's a knife that easily gouges.
To begin with, for the most part knives and daggers, and others of the short-blade variety, aren't meant for deep slashing,
But are more like blades for stabbing.
Along with that, you could also say that the idea behind an arrowhead is largely the same for stabbing.
Arrows are sent flying out, but when the opponent is stabbed with the arrow it's about the same.

And so, since my Blacksmith level has risen and I've obtained Steel ores, I thought to try and challenge myself …after making the ore into ingots I prepare to make the arrowhead's shape.
But here it became a difficult problem; I couldn't produce a good twisted shape.
Over and over again, no matter how many I tried to beat into shape I failed repeatedly.
Thanks to that my skill rose, but man, I can't be happy about it because of all the

materials I wasted.

After a long time wrestling with it, I somehow made the thing.
It's many times harder to make than a regular arrowhead … all that's left is to attach it to the tip of a Wooden Arrow to finish it.

—
Twist Arrow

Atk+15, Increased Penetration Ability,
Low Probability of Inflicting Bleed
With a modified arrowhead, an arrow that has taken up a twisted shape that pierces easily; it costs a large amount of labor to make.
Furthermore, with its twisted point, after stabbing it will gouge in, inflicting a large wound on the opponent with a possibility of inflicting the Bad Status, Bleed; Bleed will reduce the opponent's HP in fixed intervals.
Quality 5
—

A Quality 5 is pretty harsh, and since the steel consumption is pretty steep it'd be tough to mass produce, but on the other hand the damage is huge, and the arrow itself has the ability to inflict a Bad Status.
If I can make these my main force, it would be quite reassuring na.
Before the event's over, I should spend a while tempering Woodworking and Blacksmithing, I guess.

Anyway, achieving the shape of the arrowhead is good enough for now.
The next is the whip huh … to make it mainly out of metal is completely incompatible for the weapon, but Light Metal has qualities that can make it possible.
Refined Light Metal is light-weight and bends like bamboo, but even with that it's has the metal's durability; it's a weird metal that's used for the connecting and joining parts of Light Armor and Heavy Armor, improving armor quality, and a metal that reduces weight.
That flexibility is the main reason to use it to tailor a whip.

First is making the whip's base. In order to achieve the necessary length,
It was adjusted by pounding and pulling on the Light Metal Ingot; it slowly stretched.
I have to take care to make it uniform; with my perseverance it stretches well.
I repeatedly heated it and stretched it, heated it and stretched it.

In the end, what I’m making now has been stretched to the same length as a leather whip.

Since, up until now, it’s just a whip made of Light Metal, from hereon I’ll be adding onto it.
I begin to reduce thin, fish-scale-like triangle shaped things.
With these thin, triangular blades like fish scales, I attach them above and below to the Light Metal whip I just made.
After doing that, a whip with an array of jagged blades is completed.
When restraining a monster, it’s whip where these jagged blades are expected to bite in.
I weld them by heating, then tapping it to unify them.
Just when my arm was beginning to hurt from hitting and hitting, it was finally completed.
I made it on a whim; didn’t think it would be something that took so much time and labor.

—
Triangle BladeWhip

Atk +18
When restraining an opponent, there is additional ongoing damage.

A brutal whip with countless thin, fish-scale like triangular blades attached.
When restraining, those blades will inflict wounds when tightened around the poor victim.

Quality 6
—

The Atk didn’t go up that much, naa. It has to be because it’s Light Metal.
But, in the first place, a Steel whip would never work.
It’s unavoidable; it’s pretty good if you just treat it like a sub-weapon.
I use it a little in an area without people around to check it.
… Even though I say it’s light, it’s still metal after all; it’s a bit heavy.
With the inertia, the feeling I get when swinging it around isn’t bad.
It’s just, maa, no matter how you look at it, you can’t shake the fact that it makes me look like a [Villainous Overseer].
To make it clear right now, compromises have to be taken.
All that’s left is to figure out the problematic parts when using it and improvement … speaking of improvement I haven’t tampered with Blade Shoes

yet … the form they will take still needs to come to me.

Maa, it’s not something to do today.
It’s gotten quite late, so I say goodbye to Boss and Log Out.
In the end, that suspicious blip never disappeared from <Danger Perception>’s range.
I guess it’s good that I can tell I’m being targetted…

SKILLS
[Hunting Bow]Lv41
[Kicking Assault]Lv9
[Farsight]Lv46
[Wind Magic]Lv46
[Craftsmanship]Lv45 ↑2UP
[Blacksmithing]Lv30 ↑5UP
[Stealth]Lv35
[Physical Ability Reinforcement]Lv14 ↑2UP
[Thief]Lv31
[Woodworking]Lv24 ↑2UP

Reserved Skills
[Alchemy]Lv35
[Cooking]Lv48
[Whip]Lv32

ExP18

Dance of the Fairies Second Half, Crafting during the Event #2

In the mean time, I have successfully completed a new arrowhead and, imitating a whip that was sold in NPC stores, a new whip.
And now I'm holed up in the Compounding Lab.
I'm there to make Uncommon Potions and a quality above, Rare Potions, and also for one other goal. That goal is … a thick oil.

Previously while excavating in the mine, I managed to get my hands on some Exploding Ore, but the way most people handle it by stuffing it in a bag and throwing, is a feat of strength that my STR would find impossible to do.
… From then up til now I haven't explained it, but in this game the stats that you can see are only HP and MP.
Even so, not knowing at all what stats I have, there's no way I want to try it out.
Actually I tried the Exploding Ore in a bag thing once, and I could lift if, but throwing it was out of the question, so in a way I did try it out.
To the bitter end, the STR that I can display definitely doesn't exceed the typical.

Despite that, the destructive power of the explosion from the Exploding Ore is very attractive.
Whatever you say, slamming a portion as large as a fist into the ground near a Rock Ant, which previously gave me a hard time, has the power to send it blasting off in an instant.
The chance to blow yourself up with it as extremely high; if you don't throw it far enough, you'll take collateral damage.
Truly a textbook high-risk high-return item.

And so I thought about it; if I mix finely ground Exploding Oil into sticky, very flame-resistant oil, I can put that into a bottle.
Then, to use it, smash the bottle to make the Exploding Ore explode -> the oil will burst into flame. It will be the greatest oi … cough cough.
If I get any more excited than this it'll be bad.

With the Exploding Oil dug out, now I need a sticky oil with the characteristics of being

Hard to ignite but quick to burst into flame once it catches fire; if I can compound it, the item will be as good as done.
An item that flashily bursts into flame isn't something that originally suits my style, but if I run into several dungeon monsters that are locked together with Link, I'm thinking that a throw-able item that blows them all up would make it a quick and decisive item.
I fully expect it to become one of my trump cards.

Now then, the critical point is the oil … but I've decided that I'll have to reproduce what they call B-Heavy Oil in real-life. I've decided that it's impossible to use the oil the NPCs sell as is, which will catch fire with just a little heat and trigger the Exploding Ore; I can use it as a base, but it won't be anything more than a carrier fluid since I'd have to put additional effort in to purify it to get heavy oil.
Are? Isn't this a pretty unreasonable demand …?

But I've already got on the boat; giving up is not an option.
For that reason I gather together all sorts of ores, medicinal plants, and other things with adhesive properties that can be used as raw materials; I can only try …
Anyway, because of Alchemy I have Compounding to use.
To make the composition be finely ground, the medicinal plants … I say that, but there's poisonous ones too, but those as well are first dried and then prepared by being ground; one by one they're compounded.
There's probably no other player who's needed to try and make heavy oil, so it's truly trial by error. I'm confirming things on the Wiki for the time being, but there's no introduction for the oil the NPCs sell, and here I also haven't had a chance to produce anything.

———————

30 minutes at it and there's numerous failed works, or as you can call it, a mountain of trash appeared.
Well, I do have the compatibility data as a result.

First off, the combinations with ores resulted in complete annihilation of materials after all.
I had thought the chance would be low, but at least it looks like the Exploding Ore really will still retain its abilities, at the moment.

Next are the medicinal plants; these were more or less "hits". Sloth Grass is

especially promising.
If eaten you'll become slow, so it's quite the dangerous poisonous plant, but that slow-inflicting poisonous quality, when mixed with oil, produces a moderate stickiness.

The thing I need to do for the stickiness is that, though it's there, it isn't quite sticky enough, but there is a glue-imitation material that exists in this world.
Or like, I don't have any hopes other than this.
Mixing the glue-imitation into the oil as well increases the stickiness.

At this point, I need to adjust the ignition resistance of the oil with both Sloth Grass and the glue-imitation.
From here it's quite the painful road; I have to beat out the proper compounding ratio.
For the unscientific me to face a mountain of test-tube like bottles, repeatedly compounding, my form probably looks way too funny.

Compound > experiment > analyze … while repeating it I don't know how many times, after 1 hour passed I manage to come out with 3 different compounding ratio candidates. I have a headache; doing work
I don't normally do makes the part of my brain that I don't normally use hurt.
But just a little more … I gather myself with this feeling to switch to the final test.

Now I should be checking which oil is most suitable with its stickiness and ignition resistance, but in actuality, after I broke the Exploding Ore into small fragments and put them into the bottles with the oil,
I lightly threw a bottle at the ground, and when it broke it didn't explode or catch fire; a failure.
The Exploding Ore was broken into small pieces by carefully whittling away at it.

I lightly crack parts that won't explode by finely stabbing them.
With what I have being ores, I mix in iron and steel specks for an inert portion, similar to exploding gunpowder's non-explosive bits.
Since they're inert, I take a pick to the ores to break them into tiny pieces.
I did all of this once, but if the product is finished without all this work, it would be terrifying to use, so I fought through this operation. I don't want to do this over and over.

The shape of the bottle I'm using is a flask with round bottom; I pour enough oil

in to just fill the round part, then add in the finely broken fragments of Exploding Ore and swirl lightly to mix.
The 3 types of exploding oil are finished with this; would they be Explosion Potions?
If it classifies as a potion anyway.

Alright, now it's experiment time.
I've come to the Field next to the town just to try actually using it.
… The point that I had gotten used to being wary of is currently not registering in Thief's <Danger Perception>.
Since I've been using it while in town, Thief Skill that doesn't involve stealing has somehow gone up naa.

Going back to the subject, first off I lightly toss Candidate A's oil bottle.
I didn't slam it to the ground; it was a light toss, like one that's accompanied with a [poi-!] sound effect.
And then Crash! when it shattered … flames didn't happen, it's a failure.
I had taken a few steps away from the small area the Exploding Ore oil had spread to after striking it because of explosions and flames; the oil soon disappeared.
Ignite in a moment and disappeared in a moment; these were also prerequisites.
The reason is simple; for the line of fire, keeping the time the field of vision is clouded short is necessary.

Continuing is Candidate B's oil; the throwing method is the same.
When it shattered on the ground with a Crash! sound, KABOOOM! Was the large sound that followed immediately after;
The me who hadn't taken my distance was also mixed in and blown away.
It's got power and a half … when I hit the ground, I dazedly thought that this one is also a failure.

Just to try it once, I try putting the bottle on the ground, getting far away, and using the bow and arrow to break through the bottle.
When I did that, the fires engulfed an area of several meters.

… This is way too dangerous to be a hand-thrown item.
Because magic, for some reason, isn't hot outside of its area of effect, the explosive-type Fire Magic can still be used in dungeons, but this oil's blast is more terrible.

If this oil is exploded in a dungeon, there's no doubt it will be a suicide bombing!
… well, if I think that I can use it as a last chance struggle, there's a way to use it.
It won't be a bad idea to keep a few of them in my bag …
I'm going to nickname it "Hell's Main Oil" …

Lastly, I pull out Candidate C's oil. If this fails, today's results will be surprisingly low … while praying for it to work, I throw it at the ground.
As the third Crash! sounds, a Woosh! sound occurs along with a pillar of fire flaring up.
Oo… this is it, this is basically the finished form I was looking for in the completed product …!
Fire power, range, burning time, I have just about no complaints with any of them. Later
I'll just need to finetune the details …

At this point I leave it at that; it's already about time to enter an inn in town to Log out, and also about time to change, spread out the futon, and go to sleep in "Real".
And the next day's play time will be finally succeeding my goal and completing the Enhanced Oil.

—

Enhanced Oil

When thrown, it will explode and burst into a pillar of fire.
Because there's barely any oil, the burning time is short.
However, anything within the fire's area of effect will sustain large amounts of damage as well as heavy burns.

Quality 4　Inflicts the Bad Status, Burn

—

Enhanced Oil? (**Hell's Main Oil** with Earth's naming sense)

An explosive with an overly large area of effect, it's a dangerous oil that will blow up even the thrower.
To effectively use it, it would probably be better to set it up as a trap.

Quality 3　Wide-ranged explosion.

SKILLS
[Hunting Bow]Lv41
[Kicking Assault]Lv9
[Farsight]Lv46
[Wind Magic]Lv46
[Craftsmanship]Lv45 ↑1UP
[Alchemy]Lv40 ↑5UP
[Stealth]Lv35
[Physical Ability Reinforcement]Lv14
[Thief]Lv32 ↑1UP
[Whip]Lv32

Reserved Skills
[Woodworking]Lv26
[Cooking]Lv48
[Blacksmithing]Lv30

ExP18

A/N: And so, 1 of the trump cards, the Explosive Oil, is finished.
It looks like it'll be preciously used.

By the way, Bleed -> continued HP damage; Burn -> continuous small HP&MP Damage.
If you just want to shave of HP Bleed is superior, but Burn is better against monsters that specialize in magic.

(Added Part)
The part when he broke apart the Exploding Ore was added.

Dance of the Fairies Second Half, The Last Dance is Coming

With the new arrows, whip, and now the Enhanced Oil, in order to raise the skill levels in real combat, I've been repeatedly fighting Bears for the past 2 days.
And then it was Thursday PM, around 10 o'clock.

Currently, to the players who are enjoying "One More * Free Life * Online," we have an announcement to make.

This point in time marks the end of Fairy PvP, and the period to increase your count of victories has ended.
Once again, the period to increase your count of victories has ended.

We will now begin tallying the results and tomorrow, Friday, at 7 PM, the 16 players who will take the stage in the final Tournament will be announced.

The details have been added as a new entry to the Official Homepage.
Please check there for more information.

I repeat …

I see, so this event is finally close to ending.
So we're at endgame huh … I wonder if Zwei and company made it or not … I had heard reports that they'd tried their best.
Well, thanks to that we weren't able to meet up.

And then, above that, there's Grandpa Silver and Grad's discord.
There's probably no mistake that those two have entered into the 16 people ranks.
If Grandpa Silver had a chance to talk it out, then it would be for the better …
Even if I think that, I know there's no helping things.

… Since the Hunting Bow and Wind Magic skills just need a little more to get to

Lv50, right now I don’t have concentration to spare. That red warning point isn’t there anymore either.

———————————

And now I’ve hunted about 3 Bears; pelt and meat have been secured.
It looks like I’ll have the amount of pelts needed to make a cloak pretty soon.
Of course I could have just used money alone to pay for the production request, but it can be quite expensive; a material cost + production cost + labor cost combo is a situation I just can’t manage na, it’s an amount I can’t obtain by my own power.

And now I’m fighting 4 of them; they’re all being pulled in to be defeated.
I’m shooting them with arrows, snagging them with the whip’s blades, kicking them towards the sky, and whole-roasting them with the oil.
Damage done with whip’s Restrain damage has been added to; one hit of the oil with the high-unit cost is highly destructive, and it reduces the hunting time overall.
It would be bad if I became reliant on the oil naa…
A decisive Wind Cutter will put an end to it.

At the moment when that decisive Wind Cutter pierced through and dealt the final blow, an Information Notification came.

Your Hunting Bow and Wind Magic have both achieved Lv50.
Thereby, you now have the option to evolve Bow and Wind Magic by combining them to become the skill Wind-Blown Bow; in the case in which you exchange your skills for Wind-Blown Bow, your ability to learn higher level Arts for Hunting Bow and Wind Magic will be disabled, and the Skill Trees of Bow and Wind Magic will be completely erased. It will be impossible to revoke this action once you’ve made it.
Also, the Arts and Magic you have learned up until now will not be erased.

… fumu, so this is the weapons and magic element technique thing that’s on the Wiki.
It’s not like I don’t have any interest in the higher orders of Wind Magic … however.
To the end, I mainly use magic as support; just because I know some higher levels of magic
Doesn’t mean I’ll get the firepower to go with it, nee.
Let’s go on ahead and do the Elemental Martial Arts; I believe in the good

compatibility between the bow and the wind.

It's just, the necessary EXP is a hefty 10 points. With Hunting Bow and Wind Magic getting to 50, the EXP did increase by 6 points, but then I'll still have an expenditure of 4 points, huh … well it's a necessary expense.

In conclusion, with those thoughts I selected YES. The Info gave the warning,
[It is absolutely impossible to reverse this action! Is that alright?]
… how considerate naa; since I didn't make a mistake, I press YES once more.
[Hunting Bow and Wind Magic have been erased and changed to the Wind-Blown Hunting Bow Skill.]
Is the Information that appeared; a new Bow Skill has been registered there.

Also, the time when Hunting Bow reached 50, a new Arts was registered.
The Arts name is <Gatling Arrow>. It's a technique for throwing arrows into the air and then rapid firing them as they fall; isn't this an acrobatic skill? It's an Art I have that kind of misgivings about.
It seems that the aim could go kind of wild naa; it will probably be something that's hard to use.

At the time when Wind Magic reached the last 50, I learned a new magic art as well.
Along with that, there's a magic art I learned at Wind Magic 40 that I have absolutely never had a chance to use that I also need to confirm.

First is <Tornado> from Lv40; it's a magic that produces a tornado with me in the center, but I don't have much of a good compatibility with it naa; the aria is also long, so it can't even serve as a spur of a moment defense magic against long-range weapons; it really has limited uses.

Next is <Fly> from Lv50, it's truly using magic with blessings from the wind.
Using the wind as your backing you can jump even higher, or you can glide a little in the air.
This one looks like it as a lot of beneficial uses of all sorts; it's the key to being able to use Bow Arts while airborne.

And now the crucial Wind-Blown Hunting Arrow Skill's new Arts, <Wide Arrow>.
It's a bow technique that produces several wind arrows beside the main arrow that spread out in a fan shape…
With this, together with the oil, I've gained many different means of attack.

When test shooting, I get that the wind arrows that manifest next to the arrow I shot spread out in a fan-shape, but right now there are only 2 arrows that manifest and it can only become a 3-Way shot.
This is probably the type that will increase the numbers as the Skill level rises.

And so hunting draws to a close.
I head back to the town, hand the Bear pelts over to a leather armor craftsman, and make the cloak commission.
After that I only cook and log out.

And on Friday, within the 16 names that were announced, Zwei and the others' names weren't on it, but I found Silver and Grad's names.
At the lowest requirement, the announcement said, the top 16 people were those with the top winning percentages with a total combat amount of at least 50 PvP, but compared to the other 14 people had a winning percentage of about 55-60%, these two (t/n: Silver and Grad) are overkill monsters who both had a total of over 200 total combat sessions with over 80% winning percentages.

The blocks are divided as A B C D, those 4 blocks; it's the type of tournament where you win and advance along the chart as posted.
Grad is in A Block and Silver is in D Block; on the forums they're predicting that these two will probably end up fighting against each other in the finals … it's very likely that it'll end up like that.

SKILLS
[Wind-Blown Hunting Bow]Lv1 NEW!
[Kicking Assault]Lv12 ↑3UP
[Farsight]Lv47 ↑1UP
[Craftsmanship]Lv45
[Cooking]Lv49 ↑1UP
[Alchemy]Lv40
[Stealth]Lv37 ↑2UP
[Physical Ability Reinforcement]Lv16 ↑2UP
[Thief]Lv33 ↑1UP
[Whip]Lv34 ↑2UP

Reserved Skills
[Woodworking]Lv26
[Blacksmithing]Lv30

A/N: Earth has obtained a new skill.
And the entire Event has reached its final phase.

We’ve finally made it this far.
Even so, we still can’t see the end.

(PS)
Added Wind-Blown Hunting Bow’s explanation.

Dance of the Fairies Second Half, Last Dance

At long last Saturday’s tournament is about to begin.
There’s so many players who assembled that you can’t help thinking that just about all of “One More”’s players have come.
Since this tournament is the event’s final flourish, the turnout is in no way half-assed.

After a short time the tournament begins, and the contestants entered, then stood in a line.
The Game Master responsible for the event announced the tournament’s opening.
That single announcement riled up the venue. After all that’s happened, everything’s going to end.

Looks like I was extremely fortunate when it comes to watching this event.
After all, being able to take a spot in the front row was a success anyhow.
And there’s one more thing I was wondering about, so I use the Farsight Skill to survey the assembly.

… Fairy Seducer; I found two people who bear that title.
People like me … exist.

And the tournament began.
There were a lot of matches that made your palms sweat; an impressive amount …
The ones that showed strength far surpassing the rest of the group are, as expected, Silver and Grad.
The players who were their opponents were by no means weak.
In fact, if I fought against any of the players who made it into this tournament, I wonder if I’d be able to pick up even 1 win out of 10 fights…
Any with about that kind of difference, there’s still a difference from those two that isn’t funny.

And then, there’s something else that’s still bothering me; the Fairies of the players who were victorious in the tournament had particles of light flying towards them from the loser’s Fairy.
I wonder if that has some sort of meaning …?

Now then, the tournament’s participating contestants, who were people with high player skills, were overwhelmed by both Silver and Grad.
At the time when either won, they had over 80% of their HP left still; a complete victory.
Their combat opponents were unable to wield the battle techniques they wanted; I totally understand.
They shake up their opponent, to be on the safe side, and then judge when to deliver the ultimate attack to end it.
The opponent players are completely swallowed by them.

And the two Fairies are a Light Valkyrie and a Dark Fox Spirit.
These two Fairies perfectly support their own masters.
Without a moment’s delay, when their masters force open a gap, they’ll immediately break through with an attack.
They perfectly negate the opponents’ Fairies’ attacks and counter them.
I wonder how much they had to fight to get to that strength …

And the tournament continued without any big problems; now we’re facing the Finals.
The Finals is as expected, exactly like the speculations, the Silver and Grad pair.

“At long last we meet nou, Grad yo.”

Right before the Finals began, Silver Ojiichan began talking like that.

“Tch, you’re a persistent old man … you got something else to say?”

In the middle of the pair’s conversation, the Countdown to the Finals was going.

10.

“Something Mineself wants to say Mineself does not have, but still Mineself must remonstrate you nou.”

9.

“In the end it’s a lecture after all?”

8.

“Mineself is done with the lectures.”

7.

“Hee, then what are you going to do?”

6.

“Punish thee with a beating jya!”
And together with those words, Silver Ojiichan lifts his two-handed axe and enters a perfect battle ready stance. You can see the power being slowly put in.

5.

“… interesting; you think you can actually do it?”
Grad also prepares his one-handed sword and shield and enters a battle ready stance.

4.

After that both of them stare each other down, so that when the Count ends … they can immediately make their moves.

3.

The two Fairies also perfectly enter battle stances; both of their strengths are understood, and both sides’ Fairies also have very determined eyes; I understand that well with the Farsight Skill.

2 … 1…

GO!

Immediately after the “GO!” came, in one breath Silver had charged ahead.
Grad prepares his shield and lies in wait; the beginning sortie was like this after all.
Silver is the Attacker, and Grad is the Tank.
For Silver he cuts down what’s in front of him; for Grad he endures and counters.

While rushing forward, Silver prepares his two-handed axe.
He enters the space between them, swinging his axe … he's planning to unleash a Tackle.
And using a method usually used another way, Grad lifts his shield above and strikes with it to avoid taking any significant damage;
If he hadn't met the attack and repelled it with a Shield Bash it could have been deadly.

But, with that Tackle Grad didn't even break his posture.
Firmly taking and then returning that with his shield … that measure is much like the conjectures say.
The single blow from the counter attack came in an instant; as expected he isn't using Arts.
That single blow was returned to the haft of Silver's two-handed axe.
It's like both of their weapons have just finished exchanging greetings …

Sometimes slicing, sometimes counterattacking, sometimes the Fairies cut in with magic or direct attacks, and sometimes evading.
The battle between Silver and Grad went back and forth.
Despite both of them wearing the heavy Heavy Armor equipement, they dodge the brunt of their opponent's serious attacks with a hair's-breadth avoidance.
It's like we're watching them performing a dance at a ball.
These are the people who are the Top Players!
It's such an intense battle that a minute feels like 1 hour.
With these people in it, I wonder exactly how strong a party can get …

The balance up til now looks like it will be broken.
When Silver's Valkyrie threw her spear, Grad's Fox Spirit was unable to perfectly negate the attack.
With Grad's left shoulder pierced by the Valkyrie's spear, Silver saw his chance and immediately charged in, the Two-handed Axe Arts <Moon Crescent> at the ready.
It's an art that leaves a crescent moon illusion below while it unleashes a thrilling cut-down.
It hits everyone and anyone; the moment Grad saw it he retreated several meters behind.

That movement is … it's Wind Magic's <Wind Buster>!
It's for times like these, in order to evade, that Wind Magic is learned …
It's got to hurt that the attack just now wasn't able to hit.

The chance play wasn't super quick, but the Grad who was able to avoid it deserves to be praised.
To be forced to play one of his trump cards revealed to everyone must be painful for Grad.
Because now everyone knows that one of his limited 10 slots is Wind Magic …

Again the battle's deadlock refused to fall, both their weapons whirled; accompanied with the flashing colors of the Fairies' magics the Dance recommenced. No longer needing to hide it, Grad frequently used Wind Magic to attack.
As a purely physical attacker, Silver hasn't used magic even once.
It might be that it's a trump card that he's keeping hidden.

Even so, with the addition of flying projectiles … little bit by little bit, the scales of war are tipping in Grad's favor; though Silver's Valkyrie even tried to commit herself to support him, Grad's Fox Spirit would disrupt her; magic used to manage negation as increased greatly, and since the Valkyrie also won't let any of it pass, in the end she wasn't able to continue giving Silver her support.

Like this, it's become a tough battle for the Attacker Silver.
Conversely, with his shield and gear equipped for endurance, Grad is in his field of expertise.
Bit by bit he drives Silver into a corner.
Of course it's not like Silver just takes it without counterattacking, but it looks like he won't be able to change the flow … each and every critical counterattack is struck down by the shield.

The result is, Grad is quite successful in maintaining that flow well.
It's like Silver's heavy attacks and Arts are being sucked into his shield; Silver can't land a direct attack.
With the Valkyrie going at it with his Fox Spirit at full force, Silver's support has been cut off.
And then, while maintaining his MP to some degree, Grad uses Needle and Cutter to shave away Silver's HP
Elementary level magic doesn't have much firepower, but there's rapid-fire capability and small consumption as advantages.
All the players who use magic say it's important to master elementary magic.

And finally the time for the result has come.
Against Silver, whose HP has been steadily whittled away and decreased, Grad

triggered his first combat Arts in this PvP; that Arts is <Cross Line> huh … slashing with a vertical stroke and then, after hitting, striking with a horizontal knockdown sword-strike.
It looks like it's called Cross Line because it leaves a cross-shaped strike …
If it was the usual Silver, repelling the initial vertical attack would have been simple.
But the long battle up until now has whittled away at his strength, and his judgment as well has probably been whittled away … a direct hit was finally allowed through.

Without sympathy to the cross-shaped strike carved into Silver, the Fox Spirit who had been lying in wait used black fire magic … that as well is probably a Fairy specific, unique magic.
That cooperation was the final blow; Silver's body shattered.
Next to that the Valkyrie collapsed …

"I got you back good for that time, Old Man!"

Grad said with a loud laugh.

And then throughout the assembly rang the Game Master's announcement, [It's Contestant Grad's splendid victory!], and the audience broke into a wild frenzy.

In the midst of the cheers, the Fox Spirit Fairy, of to the side, was engulfed in light particles streaming off the Valkyrie … and changed form.

The sudden, large change of Grad's Fairy set the assembly in a buzz.
The cheers at the results of such a splendid PvP Finals has already disappeared, and "What's with that Fairy" has begun to be murmured.
Wearing a jet black dress, on her head is a platinum crown, and in her hand is a staff with a large black opal inset in the tip.
No one has seen a Fairy with this kind of appearance before.

Grad was bewildered for a moment, but recovered himself and …

"You evolved further, huh? You'll be even more useful!"

He said to the Fairy.
However …

“I refuse; I no longer have any intentions of being together with you, naiwa.”

She denied him in an icy voice.
The first Fairy that can talk … this girl must be the Fairy who is queen of the Fairies, the Fairy Queen.

SKILLS
[Wind-Blown Hunting Bow]Lv1
[Kicking Assault]Lv12
[Farsight]Lv47
[Craftsmanship]Lv45
[Cooking]Lv49
[Alchemy]Lv40
[Stealth]Lv37
[Physical Ability Reinforcement]Lv16
[Thief]Lv33
[Whip]Lv34

Reserved Skills
[Woodworking]Lv26
[Blacksmithing]Lv30

ExP 14

Dance of the Fairies Second Half, The Pot of Poisonous Bugs

“What do you mean you no longer have any intentions of staying with me!?”

Already having lost the afterglow of the victory, Grad yells.

“… Even if you don’t raise your voice I was going to explain, suruwa; first now, listen to me.”

With a calm voice, the Fairy Queen began her tale.

“This time my story is about the cooperation between the humans and the Fairies in order to select the Fairies’ next generation King or Queen.
In a revelation given to the Fairies, we were informed that a strong ruler that has accumulated battle experience and become strong is necessary to be the next King … and therefore it became necessary for Fairy to fight Fairy.
However, Fairies had become beings who were normally indifferent to fighting … that is why we came to the sides of the humans who have many opportunities to fight, in order to accumulate battle experience.”

The Game Master is most likely using something like a World Megaphone on this story so that the everyone in the arena can hear it; just the people gathered here alone number over 10 thousand, and there’s also a multitude of people who didn’t make it into the arena.
(There was an announcement made earlier that the arena’s maximum occupancy was 15,000 people.)
It would be unfair if someone wasn’t able to hear such a vital story related to the Event.

“And that’s why you made a contract with a human to fight, huh? Isn’t THAT convenient? Now that you’re done you’re outta here, huh?!”

Grad objected like that; maa, it’s not an unreasonable thought.

“Did you think the other children before now were unable to leave their masters? It seems that the amount of children with the feelings of wanting to stay

obediently with their masters is especially large. … The reason I wish to separate with you is because I've judged that our contract has been completed."

If you take her words at face value, the other Fairies currently contracted to Players that have not departed will continue to stay and go on adventures with their Players from now on.

"You were always saying it to me, weren't you? 'I'll show that old man, I'll get my revenge' and the like … I won't allow you to say you didn't, yurusanaiwa; I've heard it over 100 times, by my count. And just now, your wish was fulfilled."

Certainly the previous PvP was his win; since the Victory declaration came out, saying so isn't an exaggeration.

"You never considered me as a partner; I was just a tool. Naturally, I don't have to tell you that such a thought was unpleasant, iwanaiwa. That's why I also chose to use you as a tool in order to become Queen; I've now come to understand that your abilities are certainly considerably high among the humans, ne."

Grad's face slowly turned red with fury and…

"Did you … just … call me a tool …?"

Asked that question of the Fairy Queen with a voice loaded in anger.

"… That goes for both of us. We both used each other, that's what it comes down to. And what is wrong with that? Don't humans do this kind of thing often?
Naturally you will be compensated, dasuwa; together with your championship prize the Fairies will add an additional 30thousandGlo, and in addition we will arrange for you to re-contract with a Fairy equal in Status and about as strong as I previously was."

Fumu, then Grad won't go back to the situation where he didn't have a Fairy; well, yeah, there'd be no point if he became Champion just to become Fairy-less again …

"Don't screw with me! You follow MY orders! I'm not some tool!"

Aa, Grad is completely furious, but you know na …

"I'll return those words back to you, kaesuwa! I am not some tool! For you this world might just be an illusion for you to play around in, but for me it's my truth

and reality!”

Was how she returned it to him … this Fairy Queen, there’s no way it’s a normal AI huh?
Is it some kind of experimental form? You sometimes hear about research places using games … looking into it further will destroy the romance, so I’ll stop here.

“So in other words you want to leave me no matter what, too …”

For Grad this is his final confirmation; I’m not sure what happened when he got split from Silver’s party, but it’s really stuck with him …

“Indeed, that’s right. I’m no longer going to stay by your side. And that’s why I said you’d be allowed to re-contract with another Fairy, as well as being given money as compensation. I’ll give you a child who will be obedient to you for your next contract; that will suit you as well, won’t it?”

The Fairy Queen already has no intentions on mincing her words, huh?
If she says it like that …

“And ‘I wonder if I should choose to make you by force?’ -!?”
Grad mimics the Fairy Queen’s choice of words.
Grad, he’s still too young, nee, even if you’re not the Queen you could easily tell this kind of development was coming.
But, this just seems like a bad idea …

“If you’re able to defeat me with your strength of arms … then that’s fine, I’ll recognize that strength and accompany you again, mo iiwa. The calamity that will befall the Fairies is still a while in the future, farther in the future than the end of your lifespan, so it would be fine.
But you know, shouldn’t you also put something at stake? If you lose, then there will be no additional money! In addition, there will be no Fairy to contract after me! That will be your ante!
Without any risks there won’t be any excitement in a match; that’s a rule that all of you, you humans that is, have, ne?”

… Aa, the demonstration of the merits and demerits of their compatibility came after all.
But this kind of thing would be a given between human relations.
The victor takes it all, and the losers are left with nothing.

This has been a rule since long ago, an unshakeable, iron-clad rule.
In the Ancient Roman Coliseum it was actually a cold and easy to understand rule they had; [if you lose = death penalty].
Even in the present day when wars occur, complete victory or defeat aren't related to the soldiers; their victory is surviving …
If you die, then it doesn't matter how many skirmishes your troops win, there's no meaning at all.
If you lose there's nothing left; that is the sad, harsh, unchanging rule.
Even so, if you fight and lose, if your opponent doesn't destroy you they won't win.

… I wonder if Grad was able to pick up on that reality?
… it was impossible, huh.

"Aren't I the champion!? Why do I get that kind of condition attached!?"

Grad continues to yell.

"That no longer has relevance, or do you still not understand? This is a problem solely between you and me; the fact that you became champion earlier carries absolutely no meaning whatsoever you see. I wonder if you're still caught up in the atmosphere of the Event?"

The Fairy Queen relentlessly informed him of the reality of the matter.

"Just to be sure, in case you seriously want to fight me, don't expect to show any mercy; I won't, shinaiwa. Are you truly prepared to take the full brunt of the power of the Queen? I will wield it freely and without holding back. Even if you are my former master, ne."

For the Fairy Queen, this is her ultimatum. There will be no mercy.

"If you … at least had a heart even a little like that old man, then …"

The Fairy Queen said. Where her line of sight was before, there was Silver and the Valkyrie who had just lost in the previous PvP.
From a Fairy's point of view, I imagine that those two have a desirable relationship.
If Grandpa Silver won and that Valkyrie became Queen, then instead of having this conversation, I bet she would choose to stay with the old man and continue

on his journey with him.
But in the end this is an “IF” I’m talking about that might not have happened.

“You prefer old farts like that, huh?”

On seeing that, Grad tried what was probably his hardest yet to provoke her.

“… I wonder if this is also ‘humanity’, kashirane …”

She’s clearly given up on him, na.

“Hurry up and come at me; I’ll make you obey me again!”

With his fighting spirit up, Grad doesn’t have a doubt towards his win.
In his PvPs, except against Silver, they were complete victories; certainly it doesn’t seem possible to lose when he’s fighting against an NPC.
… but you can’t just think about the opponent as just your usual Fairy, you know.

“There are still things I should convey to you, aruwa. We will be fighting in the normal Battle Field that gives benefits both of our offensive abilities equally; it won’t be the one that favors Fairies, so rest assured. And as an addition, you are allowed to use whatever and however many items you’d like, yoiwa. So please organize your items now. I’ll even have the vault opened, ageruwa; please take what you need from it …”

She declared.
The Game Master immediately approached Grad and opened the vault.
Like that about 2 minutes of strange silence passed.
Of course there was some murmuring, but nothing said more than that.

“Alright, I’m ready.”

Grad now declares … it seems like he was able to regain his composure in the time it took to organize his items.

“… Now then, let us begin …”

With the Queen’s declaration the Battle Field was deployed and the Countdown started.
With that battle between the Players’ Champion and the Fairies’ Queen began.

SKILLS

[Wind-Blown Hunting Bow]Lv1
[Kicking Assault]Lv12
[Farsight]Lv47
[Craftsmanship]Lv45
[Cooking]Lv49
[Alchemy]Lv40
[Stealth]Lv37
[Physical Ability Reinforcement]Lv16
[Thief]Lv33
[Whip]Lv34

Reserved Skills
[Woodworking]Lv26
[Blacksmithing]Lv30

ExP 14

A/N: Possession of the Title Fairy Seducer.
Meaning of the numbers on the dice.

The left 66 > 1 and 2 are leisurely stories, 3 and 4 are kind of battle stories, 5 and 6 is the current story.
The right 66> The one who wins the Queen battle; 1 and 2 are other people; 3 and 4 are Silver, 5 is Grad, and 6 is now.
Totals > The Queens personality; 4 is still obedient, 5~8 is tomboyish, 9 and further is now.

I thought I'd write in this allocation.

Dance of the Fairies Second Half, Compatibility

Grad and the Fairy Queen are facing each other; both are motionless.
It's become a completely silent build up.
It's a PvP Field, but in reality the MO[1] should probably be handled like a Boss Fight.
A Boss that only player parties have the right to fight.

Because he's by himself, Grad doesn't use an aggressive battle style.
He takes the battle method to wait while enduring until he finds an opening to counter attack.
Since his main movements are to be a tank, that's just how it is.
But it's not like he's just dully enduring; when up against the magic-based players you prepare your shield and rush with <Shield Charge> as the magic comes, forcefully repelling it back while breaking in; there's that type of hunting movement to use.

On the other hand there's the Queen, but her behavior is perfectly unknown.
She's holding a staff so would it be a magic-user style? That prediction has promise, but "One More" also has unarmed combat styles like I use, and staff combat styles also exist.
If you one-sidedly decide something's the case in your head, you'll end up having to pay a hefty fee for a hard lesson.
And, up 'til now there's been Fairies specialized in physical attacks and Fairies specialized in magic attacks, so it should be natural that it's even more difficult to predict the attacks of the one who surpasses them and became Queen.
To immediately rush in at such an opponent would be way too short-sighted; Grad understood that much.

After continuing to glare at each other for about 10 seconds, the Queen lightly raised her staff, and with a light *_ton_* sound she purposefully struck the surface of the ground.
With that, the ground around Grad began to oscillate and crack; the attack against Grad had begun.

That’s the Earth Magic’s <Earthquake>, huh, though it was invoked with just about no casting time.

Though it doesn’t have much offensive power, it’s a magic that has the especially high effect to immobilize, however when it’s time for a player to use it, it’s one of the skills where fast-chanting is impossible and not practical so the casting time is a bottleneck and it’s a magic that’s strongly recognized as difficult to handle.
But if you succeed … your opponent won’t be able to keep a good footing to walk, nor be able to move as he wishes. Grad is completely in this situation.

But ‘that’ (Grad) also didn’t get impatient; <Earthquake>’s effect lasts at most 15 seconds.
And the damage by that is minimal; against Grad who is particularly good at enduring, I don’t know what the Queen was trying to do by stopping his feet instead before but it’s a good chance to scope her out.
Since she did that like so, then accordingly she uses magic and it would be probably be fine to think of her like a magic-based monster by my analysis.

Against the Grad with his feet unable to move, the Queen began to launch the intermediate magic <Fire Lance>, but against Grad they probably wouldn’t be able to, one after another, hit their target.
… If it was the normal amount, that is.
With just one Aria she simultaneously generated 5 of a combination of <Fire Lance>, <Wind Cutter>, and <Water Lance> and flooded Grad with the attacks.
Looking at the Queen it seems this is still just the beginning; it’s like at the level of playing wait-and-see?

But an attack to this degree is also easy for Grad; without using his shield he can withstand it by slicing the attacks with his sword with room to spare.
The people who were monitoring his HP gauge saw that it didn’t reduce in the slightest.
The winning ratio was only something we could use to catch a glimpse of a fragment of his monster-like strength.

The <Earthquake> has now settled down; with the ground surface calmed, this time it’s Grad who used the <Shield Charge> method to rush in an instant.
Needless to say, against an opponent that uses magic, it’s a bad idea to let it become a long-distance battle for a melee fighter; how to close in the distance in an instant and apply the pressure to attack is the most important.

It’s understood that all short-ranged players hate becoming clad in fireballs after taking repeated distance attacks over a prolonged period of time.
Therefore how Grad quickly used <Shield Charge> to close the distance is a textbook play; so far there’s been no mistakes.

… that’s gonna be bad; there were probably a small portion of players who thought that.
The common knowledge of the majority of users of Wind Magic data stops at 15, and even the Wiki hasn’t caught up and only has up to around 30.
Of course there are probably Wind Magic users other than me.
However, they don’t have that habit of absolutely having to post the information to the Wiki or else, and for Wind Magic, the Wiki specifies that it’s useful enough to make it to <Wind Buster> so the majority of players haven’t confirmed anything further.
It’s a pity, but it seems like that’s the case for Grad too.

Grad covers his body with the large shield and attacks full-speed ahead.
For a certain distance, <Shield Charge> runs through and won’t stop unless you hit your opponent.
And even if a direct hit is avoided by moving a little left or right, <Shield Charge>’s shockwave will] still attack the opponent; it has this kind of capability so therefore it’s the absolute, most dependable Arts for a shield user.
Before the Wall-type magic from the Fairies came out, whether or not you could handle <Shield Charge> was known to be the crucial factor in PvP against shield users.
That strength is well known … and therefore its weakness has been found.

That’s right, the Queen used the Wind Magic <Fly> to jump; she completely jumped over the Grad who was charging in.
<Shield Charge> is certainly strong, but even if you say that, if the back is taken it will be a chance for the opponent, since the shield’s range, as expected, doesn’t cover the back.
In other words, you could say that for the Queen all the magic just before was only bait to lure in this <Shield Charge>

Immediately the Queen to that chance and chanted <Shock>, firing it at Grad’s back.
From the point of Grad who suddenly took an attack to the back, that reliable quality of <Shield Charge>, the ability to continue to run forward full force, became his enemy; he can’t turn around.

And so the evident result was that Shock hit dead on.
And there's the full-body heavy armor and one-handed sword and shield. Since he's covered in metal equipment, a stun was even induced.
Who would have thought that the Queen had considered everything up until here.

The Queen immediately began a new magic aria, but the casting time is strangely long.
She was able to cast <Earthquake> with its long cast time in no time at all, but this aria is taking several seconds. The answer was in the magic she invoked.
Fireballs of the type that occur in nuclear fusion were produced in front of the Queen.
The Wiki shouldn't have this magic listed; the popular Fire related magic is especially quickly updated on the Wiki, and yet this magic isn't there …
It would probably be fine to think of it as the Queen's own exclusive unique magic.

"Take this as you can, <High Explosion> …"

Taking the measures to announce the magic's name, I wonder if it's to teach us about her own exclusive magic?
Within a stun you aren't able to move, but vision and hearing are properly there.
In other words … she's trying to instill fear into him!? Just how much of a self-awareness does she have?
After that announcement, without mercy she fired the fireball magic.
The fireballs will undo the stun, but when they hit the back of Grad, who still can't perform any actions since he can't move, they mercilessly exploded ….

In the wreckages after the raging explosion ended there's the figure of Grad who's standing despite have a large amount of HP reduced; as expected of a Tank, to be able to endure that magic carrying that much power without any tricks, just pure endurance.
But he's been inflected with 1 of the Bad Statuses, [Burn], that little HP is bit by bit being wasted away, and MP should also be reducing.

Grad hurriedly invoked <Wind Buster> to take some distance and took out a Potion to drink.
But right then … like it was aiming for that, a lightning strike fell and burnt Grad.

It’s most likely an advanced Wind Magic; I don’t really know enough information, but I think I could call it <Lightning>? I can speculate that it’s an aim-able ranged magic though.
With that blow Grad dropped the Potion.
He didn’t get another Stun, but the Queen was able to completely disrupt him from using his item; honestly speaking, I’m feeling a little terrified.

Now then, from what I’ve seen so far, this compatibility is way too bad for Grad.
Just at long-distance she’s able to strike out with overpowering strength; against the Charge attacks she uses <Fly> to jump over them.
If he gets near I bet she could defend with the Fairy exclusive Wall Magic.
You can’t get close; having to fight with closing the distance, for players whose main is melee-based, the compatibility with this Fairy Queen is beyond the worst!
Without people like me with bow attacks, or people who can participate in a magic contest, in the back as support steadily shaving her HP, there’s probably no chance to win.

It might be that she learned how to deal with melee-types by learning while being by Grad’s side and watching.
What he hates, how he evades, how he attacks; like that, by Grad’s side greedily absorbing by watching, and now it’s the finishing touches as she tests them out …

At this moment, a chill assaulted me that could give me goosebumps, though since I’m in the game it’s not possible.

If it’s like that, from the beginning there wasn’t a chance for Grad to win!
Most of his attacks and his counter methods are known, and even his timing is exposed, but on the other hand there’s absolutely no information on the Queen; it’s a huge difference.
This situation with only one-side getting information is like playing a war-game!
That’s why she knew his habit for when he uses items and could get the timing to hit and make him drop it …
It’s probably absurd but she even has coherency … this really isn’t just some regular AI!

The rest is now just for show; it’s just the cruelty of shaving off HP little by little …

Truthfully, directly afterwards, though it’s a flashy magic, the Queen calmly and

steadily used <Fire Lance> shaved off Grad's HP.
Grad still attacked without seeming to give up, but the Charge line of attacks can't deal with it since they could only be used to hit one attack head on, and his few long-distance attack methods were all negated to oblivion.

And without mercy it shaved off his HP and gave him the Burn Bad Status.
He was carrying the cure, but when he went to use it a lightning bolt immediately interfered, and then further damage accumulated in a vicious cycle.

… He's completely cornered. Grad can only wait to be defeated …
And the Queen calmly and ruthlessly accomplished that task.

When the PvP ended, there were the forms of Grad with his spirit completely broken, sitting down in protest, and the one who was looking at that Grad, the Queen.
The Queen shifted her line of sight to Silver …

"With this, I suppose I've taken him down a few notches. I leave the rest to you. And you too, even if you're looking out for someone who is younger than you, I request that you speak with him as an equal."

She informed him like so. Silver answers with,

"… I give thee my thanks; even though this should have originally been something this old man should have done."

He responds as such and bows his head.
After that, along with the Game Master, Grad and Silver take their exit.
With this I guess there's nothing more to announce; have all the expectations the devs have had about the development up until now been satisfied?
There have been absolutely no flustered movements after all.
So this will be the end … is what I thought.

"And now … There are 3 people that I must bestow merit to, aren't there; Do excuse me, but I will take the liberty to call you in front of me."

The Fairy Queen declared, and waved her staff.
Immediately I was surrounded by a burst of light and was transported.
When the light settled down, in front of my eyes was the Fairy Queen.
When I looked to the left and right, there were the other two people; the common

factor we had was the [Fairy Seducer] title overhead glittering in 7 different colors.

SKILLS
[Wind-Blown Hunting Bow]Lv1
[Kicking Assault]Lv12
[Farsight]Lv47
[Craftsmanship]Lv45
[Cooking]Lv49
[Alchemy]Lv40
[Stealth]Lv37
[Physical Ability Reinforcement]Lv16
[Thief]Lv33
[Whip]Lv34

Reserved Skills
[Woodworking]Lv26
[Blacksmithing]Lv30

Title Possessed: Fairy Seducer

—

A/N: At long last the curtains close on Grad and the others' role!
Now we're coming back to the protagonist's turn.
I didn't think the parts up until here would turn out so long.

All the characters started moving as they wished, and they talked a whole bunch.
How troublesome.

Dance of the Fairies, People and Tools

When we had been summoned by the Fairy Queen, the murmurs in the arena from the Queen's announcement that she was giving out rewards increased understandably.
Even without saying it, it's commonly known that for the Fairy Seducer title, if you PvP even once, at that time it will be erased.

In other words, the 3 people here haven't participated in PvP even once.
You could even say that these players represent the exact opposite of the event.
There's a reward for being like that? That's probably what the murmurs are about.

"First of all, you and you ne; for giving up on evolving your Fairies and not fighting, I give you my personal thanks. … Though it is something I truthfully shouldn't have thought, but even so, I was hoping that at least one child would be able to live without fighting."

Is what the Queen stated.
Is this the compassion from being Queen? It's true that it goes against the premise of the Event.

"This is because these children are children who prefer not to fight much. Therefore, for preserving your titles, I give you my gratitude. Your reward is, for these Fairies, I will raise their Status up 2 ranks."

And then the Queen, urging the two others aside from me with a "If you would like to ask them to retain their appearances, please do so now ne," she raised the Fairies' statuses 2 ranks and sent the two aside from me off.

You might think it's unfair, but 2 ranks and above is about the normal Status increase of Fairies of people who participated in PvP; the forums even have screenshots posted of amazing people who have raised it 4 ranks.
Since you're already held back in playing when you try to preserve your title, whether it's suitable or not, at least it's not a mystery as to why this is the compensation.

Then, after the two who were rewarded with their Fairies' Statuses being raised were gone, on the stage there's only myself, the Fairy Queen, and the Game Master left.

"And now, there's only the matter of your … reward, but …"

The Queen said this with some difficulty.

"… I don't have any intention to ask for something if it's impossible? I haven't really done anything noteworthy enough to receive something for it."

is what I tried saying.
Even if I don't get another reward I don't mind, because I'm thankful for this time's Event just from getting my fill of all the fluffiness, especially that fox; it was so fluffy.

" … I'm afraid to say it, but for there to be a person who didn't even lead a Fairy and was able to keep that title was something I didn't think was possible. Among the Humans there are an especially large number of people who seek ways to gain power; that's why they were qualified to help the Fairies accumulate battle experience after all …"

So the only ones who fight amongst themselves are humans? Something kind of painful was just said.
But, though it's sad, it's the truth, naa.

"… at any rate, I am terribly sorry, but you will now fight against me just 1 time."

the Queen suddenly said this.

"… This may be impolite, but what?"

In an instant I object like that; I'm not a person who can endure someone picking a fight with me for no reason.

"For you, I can only reward a portion of my power. For that reason I must fight you directly at least once. To go along with that, I won't be able to go and accompany you, since you did not fight and make it to the Finals; that will be alright with you, wouldn't it?"

To that opinion of the Queen I immediately reply, "Of course."

I mean, if a player who didn’t even make it to the Finals snatches her away then all fairness will be lost and it would be so unforgivable that Grad and Silver and all those players won’t even be able to stand.

“Whether it’s your win or whether it’s your loss, whichever the case you will be given a reward. However, if it’s your victory then naturally the reward’s quality will be higher; is that fine with you?”

To this too I replied, “Understood,” and began to prepare for battle.
The battle’s rules are the same as the one just before, with the field being the one that deals damage normally.
For me there are no Item usage restrictions.
Fight until either side falls; it’s a simple rule.

Now then, what should I do to get the victory … but it’s probably accurate to say that my chances for winning are just about none, and I bet the surrounding people think so as well.
The Queen’s magic power is the magic that beat that top class Tank to a pulp; if I take that <High Explosion> in particular full-on, it would be instant death right then and there.
If you’re comparing my defense power to that Tank’s, mine is so much lower it’s ridiculous.

Conversely, the point I have the advantage in is that I’ve seen the Fairy Queen’s attacks once.
And the information I got from that, the fact is I understand her movements to some degree.
Another thing is, the experience the Fairy Queen has in fighting against someone using Bow as their main is probably close to 0 or none.
Therefore she most likely doesn’t know the behavior and effectiveness of the Arts either.
If the battle drags on, the possibility that she’ll figure out how to deal with me is high; to begin with, if you consider my stamina a battle of attrition is the worst that could happen for me.

… in otherwords, a fair and clean battle can’t even be considered;
I have no other options than to, without mercy, abuse barbaric methods to fight.
Because that’s probably the only way I could win …
Along with that, that Queen is strong so a direct confrontation is impossible.

It’s now time to debut the thing that I made that I never got a chance to debut …

With my preparations finished, I called out “Whenever you’re ready,” to the Queen.
With that we were transferred to the Field and the Countdown began.
I took out my bow, made sure of the whip on my back, and confirmed THAT in my breast pocket.
And then the Event’s final battle began.

First I use <Sliding Charge> to move at high-speed behind to take some distance.
There’s no meaning to only fighting at a medium distance away, since being able to attack from a distance outside of the range of magic is the bow and arrow’s special trait. When the <Sliding Charge> ended I immediately about-faced and shot an arrow at about 60% power.
I don’t want her to see the force of an arrow at full power right away.

The Queen was a little startled at the state of affairs, but she quickly negated the arrow with Wind Cutter.
An arrow at around that level extinguished the somewhat strong-looking Cutter.
Even so, the arrow that had been stalled by the negation lost momentum and didn’t reach the Queen.
This is a welcome bit of information; if there’s an arrow that can pierce throw when it can offset the negations, then in a vital moment I can shoot an arrow at full power that can bypass a magic counter.

The battle so far has been about 1 minute of arrows and magic flying at each other.
Since you can attack at long distances with a bow and arrow even without using Arts, not daring to use Arts, I kept it to purely using arrows to attack. Since the power of an arrow has enough strength in it.

On the Queen’s side, she’s sent several purifying <Fire Lance> attacks coming, but as expected, with this distance even I’m capable of evading.
As for the arrows from my side, they have enough momentum to reach the Queen; they hit and scratch off her HP little by little.
But even so I can’t be careless; if about one round of Fire Lance grazes me, just that will blast off 10% of my HP. There’s a good possibility that with just one direct hit the fight would be settled.

The Queen really wasn’t prepared to be able to deal with attacks from arrows.

Because of that she’ll probably … try to narrow the distance; that’s what I’m aiming for.
Until that time comes, I am earnestly persevering by only continuing to shoot arrows.

And then at last, the Queen finally stepped in to put a stop to this long-distance shooting match; invoking <Wind Buster> she rapidly came closer.
Shaving off the distance in an instant, she entered the effective range for magic.
… but you know, Queen, relying on a charge is going to be a blunder; you’re going to be following the same fate as the Grad who lost to you!

Immediately, I also run forward, taking out a dark green potion from my breast pocket.
When the Queen saw that, assuming I was going to drink it, she pointed her hand in my direction.
But, I’ve been shown more than enough that this motion will send a lightning bolt my way.
I somehow manage to avoid it by instantly jumping to the left and threw the potion with dark green liquid in it at the Queen.

The Queen was even able to react to this; she immediately used Earth Needle to negate it.
This too, she didn’t realize, was what I was aiming for.
The contents of the smashed potion splattered and fell in front of the Queen.
And then, as soon as the contents’ chemicals hit the ground they turned into a green fog.
As soon as it turned into fog, in an instant the Queen’s expression warped.

“… This is, poison-!?”

… right on the money, what I threw is this!

—
Death Potion

With the extract of an extremely dangerous plant, the Suffocation Grass, as a very poisonous ingredient, this increased concentration of liquid is a potion of deadly poison.
If drunk, most existences will undergo instant death, but even if you sprayed it around the toxicity will not drop much; it has that extremely dangerous characteristic.

But since it’s weak to heat and light, the toxicity won’t last long.

Quality 6
—

The Suffocation Grass is finally useful here!

In the first place, there’s only that small portion that can be considered Hero-like who can fight directly against an opponent who has overwhelming power and win; for those powerless normal people they have to use tools; it’s a wisdom squeezed out from trying to survive; I won’t let you call it unfair!
For the little guys there’s the little guys’ ways of doing things; in other words, this is also one of those.

If she breathes it in she won’t die right away, but she’ll take large amounts of damage; the Queen probably understood that right away, since she began holding her breath.
But … if she’s holding her breath then she also can’t chant magic arias.
Death Potion’s fog-like state lasts about 5 seconds before it disappears.
Then what I can do in those 5 seconds is … throw the Enhanced Oil around with a bang!

With 3 Enhanced Oils in each hand, for a total of 6, I used the <Fly> and <High Jump> combo to massively jump directly over the Fairy Queen who was holding her breath.
While holding my breath to avoid breathing in the Death Potion, with <Fly>’s blessings I’m able to hover overhead for a moment; there I throw all 6 Enhanced Oils in a mostly-hexagonal shape with the Queen in the middle.
Right after, I immediately get out of there. And in order to see the results of the oil I look over my shoulder.
The 6 Enhanced Oils went triggered each other, making a huge explosion.

[DOGOOOOOOOOO….N….]

A really amazing sound reverberated through the Field; you could tell that shockwaves were coming off it.
It’s the first time I threw 6 of them simultaneously, but it has this much power.
… but even with this you won’t fall, Queen?

“… Not restricting Items seems to have been a mistake, ne …”

The Queen said to me.

“Humans are fragile, and that’s why we think on how we should fight the strong. Tools are one of those ways; that’s just how it is.”

Is what I returned, readying my bow; the target is … her heart.
I’m not sure where a Fairy’s core would be, but since it’s basically taking human form, I’m expecting it to have mostly mimicked that part as well.

Immediately the Queen deployed Earth Wall.
After having learned the terror of the arrows’ power, her judgment is quick.
But you know, I think I’ll take advantage of that too; even the things enemies use can be used.

Immediately I drew closer to the Earth Wall created by the Queen while invoking <Stealth>.
I further erased the things that could give me away by using <Thief Step> to mask my footsteps.
I can’t use <Stealth> if she’s looking at me, but with the Earth Wall coming in as a blind I can activate it.

Like that I carefully circle around behind the Fairy Queen.

As you could expect, the Queen became suspicious when an arrow didn’t come flying even after some time, and after she receded the Earth Wall she was startled, looking left and right, since the figure of the opponent she was supposed to be fighting, that is, me, was no where to be seen. Yo, you’re full of openings Queen.

Since I’ve already circled around to her back, I activate the Whip Arts, <Restrain> at her back; because it was behind her, both of the Queen’s arms, along with her torso, are wrapped in Restrain.
Against the 3 triangle blades, the restrained Queen was stabbed and her HP was shaved off.
I largely ignored the Queen’s “E-!?” that she let out in shock.
From here on I’ll use all the Bow Arts I’ve been patiently and patiently refrained from using and drive it all in her in one go; if this doesn’t decide it then I’ve got no chance on winning.
It’s all over if I don’t finish it before she [figures me out].

With a <Sliding Charge> at her feet, I break her posture and rob her of her ability to evade.
I rapid-fired at least 7 arrows with <Gattling Arrow> at point-blank range to her

face.
I aimed <Mirror Arrow> at around her heart.
<Twin Fang Arrow> was aimed once again at the face.
Lastly I used the <Fly> and <High Jump> combo one more time, towards the Queen still falling down through the air, I used a Twist Arrow and invoked <Arrow Twister>, blasting it into her heart.
Before she stopped, I dove down and put everything I had into a flying kick towards the arrow still there, stabbed into the Weak Point. It was completely pierced through.

With this over the top cruelty of consecutive attacks, soon … the Queen shattered, leaving only a single word, “Impossible …” The words [You WIN!] floated in front of me.
But I don’t feel accomplished; it’s finally over … that’s the feeling I’m left with, and I collapse into a seated position.

SKILLS
[Wind-Blown Hunting Bow]Lv1
[Kicking Assault]Lv12
[Farsight]Lv47
[Craftsmanship]Lv45
[Cooking]Lv49
[Alchemy]Lv40
[Stealth]Lv37
[Physical Ability Reinforcement]Lv16
[Thief]Lv33
[Whip]Lv34

Reserved Skills
[Woodworking]Lv26
[Blacksmithing]Lv30

ExP 14

Title Possessed: Fairy Seducer → ???

And so the Curtains Close on the Dance

I was greeted with applause and cheers when I returned from the PvP Field.
Somehow, even Game Master-san is applauding.
I guess it means that they were bewitched with just this level of battle.

But I really put out everything I had.
I bet the next time won't go like this; this was definitely a first-time-only thing.
To say nothing of the fact that, now that I just showcased everything in front of everyone, I don't want it all to get researched but all of it probably will be na, especially <Fly>; there will definitely be an increase in users for that.
Requests for manufacturing Enhanced Oil will also probably increase, so let's run away right now, un.

While I'm thinking that sort of stupid thing in the middle of all the applause, the Fairy Queen, who was slumped in defeat, stood upright.
With that action, once again the arena naturally became quiet.
The Queen who stood upright deeply bowed her head.

"It was my complete defeat; I have been made to fully realize that I had been conceited. I accept the lesson I was given today … . Now then, I believe I should give you your award immediately … I beg your pardon, but please take out your broken Contract Crystal and the Setting of the Fairy King's Ring."

I get the Fairy crystal but the Fairy King's Ring –tte, is she talking about THAT which I found in the cave?
Thinking so, I took out both of them and handed them over, and since the Queen didn't say "Wrong," I guess that's what it was; or like, other than that I'm not carrying anything else that's like a ring.

Accepting the two, the Queen murmured, "So there are already 5 of them … you are truly an unpredictable man," but …? When she says 5 of them, does she mean the number of Fairy lights?

"Children of Light, I request that you come for a little while!"

So the Queen said, and called Light Fairies together.
All the Light Fairies flew around near the broken Crystal and floated a white ball of light within the Crystal.
With this, inside the broken, small Fairy Contract Crystal, is red, blue, yellow, green, black, and white; 6 balls of light shining.

“And now, for the finishing touches.”

The Queen stuck her own finger into the Contract Crystal; seems like she’s pouring power in.
Within the Crystal a pink ball of light was formed; with this there are 7 colors.

With the 7 colors sparkling, the Contract Crystal was quietly placed on top of the setting of the Fairy King’s Ring …
The Contract Crystal set there underwent a transformation into a gemstone with all the cuttings in an instant, and it was set firmly in the ring’s setting.
Within the clear gemstone, 7 colors danced; it’s definitely a fantasy-ring.
The ring itself is now a glittering platinum; that worn-out looking appearance from before has completely disappeared.

“This ring will be your reward.”

Is what the Queen informed me, and went to put the ring on my finger.

Grab-! Grab-!

The first *Grab-!* is the sound of the Queen grabbing my left hand, and the 2nd *Grab-!* Is the sound of me grabbing the Queen’s hand that was carrying the ring.

“I will gratefully accept the ring … but, why are you trying to put that ring on the ring finger of my left hand … -!”

G*rind grind grind grind grind grind*

“Isn’t it fine – … it’s not like you will lose anything … -!”

Grind grind grind grind grind grind grind grind grind …

“I’ll lose things, lots of things! Like my mental fortitude -!”

Grind grind grind grind grind grind grind grind grind … -!

“No way-! I’m definitely going to put it on you -!”

Grind grind grind grind grind grind grind grind grind … grind grind grind grind -!

“Funuuuuuuuu!”

Grind grind grind grind grind grind grind grind grind …

“Unnnnnnnnn!”

Grind grind grind grind grind grind grind grind grind …!

I heard from Zwei that the dispute? from this time was

“Really funny for those watching, ze!”

And for some reason, a thumbs-up came with that.
How he got a hit with my harisen (Light Metal made with a Bear Pelt coating) is a digression.

“Like this I won’t be able to break through your limits … <Fire Arm>!”

GRIND GRIND GRIND GRIND GRIND- …

“You choose to use a STR buff just for this situation -!?”

No good, she’s breaking in – …!

“It doesn’t matter what you say … I will get it on you – …!

This nonsensical dispute ended in the Queen’s victory; Earth’s left ring finger was equipped with the 87th Generation Fairy Queen Ring.

—
Fairy Queen Ring

Magic Ring Curse, Unique
Unable to be unequipped

The only ring in existence with the 87th Generation Fairy Queen’s power and the Fairies of 6 elements’ powers; with this equipped you are able to have passage into the Fairies’ Country.

The ring itself also has great power that makes it quite valuable.

However, in exchange you will be burdened with these penalties: Fairy Language will be forcefully acquired & once it has been forcefully set, this ring will be unable to be unequipped.
You can’t read it, but on the inside of the ring are the words “Do not forget me” engraved there.

Fairy Language forcibly learned; forcibly equipped
Elemental attack power 10% UP, Elemental defense power 5% UP
When using magic, MP expenditure 5% DOWN
Natural MP recovery 10% UP
The personal magic of the 87th Fairy Queen, Prism Nova, is available.
When attacking, there is a low possibility of calling upon an illusion of the Fairy Queen for 3 seconds.
Title: The One who Charmed Even the Fairy Queen, acquired
—

“It, it won’t come off …”

Just in case I fidgeted with the equipped ring, but it didn’t even budge.
I’m getting the feeling that it’s completely become one with my finger.
I,it’s another thing they’re harassing me with.

“Fufu, do take good care of it, ne.”

The Fairy Queen is smiling warmly, but for me that smiling face is kind of scary.
This Queen is definitely going to come bringing trouble, I can see that sort of vision.

“Now then, with this I will be returning to my home country. To everyone, let us meet again.”

Leaving that message behind, the Fairy Queen teleported.
Then, with the Game Master broadcasting the announcement, “This Event has now completely ended!” the curtains fell on this time’s Event.

After that, once again the state of this world changed.
At the beginning, Bow is excruciating, but if you train it well it will become strong enough to beat magic, as it was clearly seen in the one battle with that

Queen.
Because of that the number of Bow users exploded. Since the monsters that can use magic will probably increase from now on, they're now training for support with the counter-plans in mind.

The people who train in Wind Magic also increased.
<Wind Buster> is already considered good enough, but what the Queen and Earth used to greatly increase their Jump was probably Wind Magic; the Analysis group had managed to see through it and embarked on cultivating it; this too probably won't have too much time pass before they confirm it.

The complete turn around from trash treatment if there's a strong part found is just like an MMORPG.
The Arts and Skills that have already combined together well are no longer trash.
This series of events was born from the way too much impact of the fight from the Event's final battle.
As for the person himself.

"Didn't you go home!?"

He had gone back to the usual days of always cooking for the food stall, but catching him off guard, the requests like "Teach me the Bow please," and "Make that bomb," increased intensely, so he was doing his crafting, not in his usual spot, but in a place where few people pass by; however there a rare guest, the Fairy Queen, invaded.

"I did though? But you see, that ring is a Teleport Point. For the lonely you without a Fairy, I come delivering love!"

So this is her true nature? While thing that, for now he landed a chop on her head.

"Uu, isn't it fine? Because we're Fairies, in the end the Queen has a lot of stiff parts no yo~, so isn't it fine to take a break!"

With teary eyes the Queen piled on the complaints.
It seems like Earth's quiet days are now a thing of the past …

SKILLS
[Wind-Blown Hunting Bow]Lv1
[Kicking Assault]Lv12
[Farsight]Lv47

[Craftsmanship]Lv45
[Cooking]Lv49
[Stealth]Lv37
[Physical Ability Reinforcement]Lv16
[Thief]Lv33
[Whip]Lv34
[Fairy Language]Lv99 (Forced Acquisition) (Unable to be moved to Reserved Skills)

Reserved Skills
[Woodworking]Lv26
[Blacksmithing]Lv30
[Alchemy]Lv40

ExP 14

Titles Possessed: The One who Charmed Even the Fairy Queen, The One who Defeated a Great Foe Alone[1]

Extra Edition The Conclusion, or like the Reactions from Various People

Number 1: The Forum

Dance of the Fairies Event Content Only Thread No. 27

612: Well the Event closing statement came out, but man.

613: What was with the movements of that archer(?) in the final battle…

614: In the first place is it even possible to do those moves with consumer actions!?

615: But the Game Master was also applauding, so does that mean there wasn't a cheat?

616: From tomorrow the Bow users are going increase, *ne*, I totally get it.

617: Or like, that bomb? What was that!? Something like that exists!?

618: I'm also interested in the Queen and Bow user's huge jumps.

619: Especially when that Bow user scattered the bombs(?), that was an amazing jump.

620: The opinion that the Bow is trash has been shattered to smithereens *degozaru.*

621: That last combo, is there anyone here who can do that?

622: Impossible, impossible!

623: No way I can.

624: I can do it.

625: Noo-one can.

626: >>624, take a video and post it.

627: Maybe I'll take Whip, I've come to want it, though it seems tough …

628: >>626, I'm sorry, I was just being pretentious, please forgive me.

629: But you know, he dared, without hesitation, to beat the crap out of her.

630: Aa, I can give my evaluation on that.

631: When he was shooting those 7 arrows in her face, I don't know how many "Hee-!" shrieks she made.

632: But that Queen, just with doing that she didn't fall, so looks like what that Bow user did was correct…

633: But you know, the Items that guy was using, no matter where I looked, looks like they don't exist.

634: The bow shape was also really weird. Did that kind of bow exist? Unique?

635: I'm a Woodworking crafter, but that bow isn't unique, it's self-made. I saw him when he was making it.

636: Self-made!? The Skills that guy's taken are too much of a mystery …

637: The freedom this game gives with crafting is really amazing *na* …

638: Don't pry into other people's Skills too much, it's a breach of manners *daze*-? Let's keep it to around this degree *yo*-

639: Either way, the fact is that the bow has clearly been shown not to be a trash weapon.

640: Looks like tomorrow there will be a ton of people using bows gathered in Faust, seriously.

641: You're probably right, *ne*, and all frustrated (aside from people with experience)

642: It's pretty difficult, from what I heard.

643: But watching that kind of makes you want to take it; an official video was also uploaded, *ze*, the publishers are the Game devs.

644: They work fast, those devs! I'm going to watch it one more time right now!

645: Same as above.

646: Same.

647: Enough of people actually bothering to write that lol

648: *Maa,* for a while it was a festival, no way he was that prepared up until the end.

649: Hey, you know, do you think that player might be that cook from the beginning *jya?*

650: … where have I seen him before, I was just thinking that, but that's it, it's the cook isn't it!

651: You mean it's not some bow-promotion event player from the devs?

652: If it's that guy I remember him, even though he was made fun of he was a player who didn't throw away the bow, and now isn't he reaping the rewards, that guy?

653: Then, a bow user who man-upped and put in a ton of effort is your Final Answer?

654: That's my Final Answer. That action probably isn't possible without tampering with a lot of things.

655: That whip shape is also pretty nasty looking … he must be a man without mercy.

656: But usually he's a really quiet guy you know? Well, when he's cooking he gets really frantic though.

657: As a body that knows the scramble before in a cooking competition … lol.

658: I'm also interested in that last ring.

659: It's probably unique, that ring; I want to know what its stats are~

660: I hope he sells it; I'm prepared to turn everything I own into money.

661: No way, it's too impossible …

662: I don't need the ring, I want Queen-tan

663: >>662, it might be your heart’s desire, but you can’t carry her away lol

664: If Grad won then he could’ve carried her away probably, *naa*.

665: It completely ended without him being able to do anything, even though he’s that strong.

666: I got the devil’s number

667: >>666 and exactly what did you get for it lol

668: You guys, lol. *Maa*, Grad didn’t know any of the Queen’s movements.

669: And right after that Bow user saw it once so he could do it right~; that’s impossible to do *yo*!

670: But that Bow user’s abilities are probably the real deal; to be able to win just by seeing it?

671: It’s impossible for me, even if I see it I can’t imagine winning against that opponent solo …

672: Or like, that’s an opponent you bring a party to fight

673: And that Bow user won solo … it hurts, owowowow

674: Those bombs were way too strong, they demolished the Queen’s HP in an instant.

675: And right after that wasn’t the combo with that Restrain also amazing? Even the after-images were all on top of each other.

676: That manufacturing method, I want to hear about the production materials. Don’t you guys want to know too?

677: I do.

678: Those are really good items

679: Looks like demand for THOSE is going to grow *na*

680: I’m thinking he probably used Exploding Ore -, it’s just, if that’s so, I have no idea about the burst of flames.

681: It’s packed in a bottle; I had to pause the video but it’s confirmed.

682: If you pack Exploding Ore to its fullest in there, you'll just blow yourself up …

683: According the analysis group's information, it wouldn't catch fire like that, it just explodes in an instant and that's it.

684: Explodes in self-destruction?

685: Naturally, that's why it's a hard to use, troublesome item that every Blacksmith is having problems with.

686: So that means there's been requests~?

687: There've been, there've been, just we haven't been able to crack open the manufacturing method …

688: It hasn't come up yet, but haven't we been forgetting those fiendish looking shoes?

689: On the bottom of his feet there are also a number of stakes *zo*…

690: If it was Real than there'd be a squish and a blood bath huh …

691: Are those also crafted? … no way, *ne*.

692: Let me destroy that assumption, those he made himself (sincerely, a blacksmith)

693: what … the hell…

694: Then you mean he even took the Blacksmith Skill!? Doesn't that mean he's half a crafter!?

695: A fighting crafter … Uwaa, isn't this a pain, he's being completely self-sufficient.

696: This, isn't just trying to figure him out really hard?

697: Even if you brought money into it he'd probably refuse to explain.

698: It's not an issue with money *na*– … it's standard not to reveal your cards.

699: Then let's try to figure out that guy's personal fighting style for just a little longer.

700: Don’t you think there’s no way? A guy who creates things himself is the number one most pain in the ass …

Number 2: Grad and Silver

“Mineself is sorry *no*, that it came to this *jya*.”

Silver lowered his head to Grad.

“What are you doing old man, lowering your head to me; you got Alzheimer’s or something?”

The words were abusive, but there was probably some confusion mixed in with it.

“That is not so, Mineself had not realized that Mineself was looking down on thee, and that is why Mineself is offering thee Mine apologies *jyayo*.”

Is what Silver told him.

“That is why Mineself apologizes; Mineself is truly sorry.”

And once more Silver lowered his head.

“Th, that so, *ma*, it’s fine. I might have also gotten a little violent for a while.”

Faced with the normally fussy Silver bowing his head, Grad also lost his maliciousness.

“From here is purely a question from one who has fought thee, what will thee do from now on?”

Silver threw this question at him; after all, now that his pride had been broken, like this it wouldn’t be strange for Grad to want to retire in depression.

“Simple; I’m obviously going to get my revenge. Shaming me in front of that many people, that Fairy Queen, I’ll show her, I’ll win with my own way! I’ll show her, in a way different from that Bow user, I’ll win next time!”

This is truly the heart of a challenger who was defeated by a strong warrior.
Gruff but always firmly facing forward, he had returned to the Grad that Silver had first met.

When he saw that, Silver was relieved; it it’s like this then he probably won’t need the scoldings of an old man.

“Then mayhaps Mineself will get revenge on thee, *kano*. Show Mineself how much stronger thee can get.”

Number 3: ?

The era of the Bow’s obscurity is now over! Our era has arrived *noda*!

Umu, the time where we can finally carry our operations out in the open has come!

There is no longer any reasons for the bow to lose!

Umu, now those guys who are in a rush after realizing its usefulness can’t laugh freely.

That’s right, there is now a strong warrior in Our midsts *noda*.

About that, for the man who is Our comrade and yet defeated the Fairy Queen, should We not not extend an invitation to Our Guild? That man, as of now, has not entered any Guild, I heard.

I see, when he sees the depths of Our graciousness he will be moved to tears with gratefulness, is that what you’re saying?

That’s not bad, then is this proposal fine for everyone?

No objections.

No objections.

No objections.

No objections.

As there are no opposing opinions, then everyone, let us solicit that man to Our Guild.

Number 4: ???

Thee was defeated then *nou*? Queen.

Uu-, I admit I was careless but … are you trying to say if it was you, you would have won!?

Muu, that is a difficult question *nou*, honestly speaking it would be 50-50 *jyana*.

Right!? Even though Master is always saying not to make light of the power of human creativity, I hadn't experienced it for myself before.

Comparatively, thou aren't that frustrated, are thee?

Un, I lost but it turned out to be really fun. Through the ring I can get back at him.

Fumu, ***I*** have also begun to develop in interest, perhaps ***I*** will go meet him *kanou*.

You caaaan't! Or like, you aren't even going to be implemented in the game for a while, right? If you go out like that anyway it'll be really bad *wayo*!

You're going to say such strict things *nou*? ***I***'d just be going to get a little taste *jyaa*.

You can't! If it's you, then your 'taste' will soon turn into something you won't be able to apologize for! Since before, your 'tastes' have all been unforgivable, right?!

How boring *nou* … it is regrettable but ***I*** have no choice but to put up with it *wa*.

Maa, it can't be helped, since your setting is an imperial princess of the dragons there's no way they can send you out right away *wayo*.

H~O~W~B~O~R~I~N~G~!!

Even if you throw a tantrum it can't be helped *wayo*. Then, I will be going *wa*.

Meeting up with him again *e*? Is that allowed? If thee thoughtlessly show up to meet with him elsewhere, is it good for thine position? Thee are already decided to be in the Fairy Country.

Uu~ … It was fine that I became Queen, but there's a lot of annoying things …. But if I didn't become Queen then I wouldn't have met him … *uu ~~~~!*

Ho ho ho, this is thine punishment for teasing ***I***; go on, go do thine job.

A/N: There is no Skill Writeup.
And so it’s like, the bulletin board with Grad and Silver after.
After that it’s a Bow user exclusive Guild and the Queen(?)’s conversations.
I put in 4 short stories.

For the ones who had requested it, did this serve?

For Now, Normal Operations?

Right now I’m at the Woodworking workshop.
For the X-Bow that I’ve abused up until now, I need to do large-scale maintenance… or rather, it’s to make improvements.
I had maintained it little by little while I was hunting, but this time it’s worn out to the point where it would be bad if I didn’t overhaul it.

First I should disassemble it into its parts. And now, replace both the main parts and the bowstrings of the wornout bow; the main parts were fixed by newly making them with good wood I singled out from within the area around Nexia.

Next, the X-Bow’s reinforcement part was iron, so I’ll change it to be Light Metal made.[1]
It certainly reduces the heaviness, but I’m using it because its strength is also improved compared to iron.
The parts that can be improved, should be improved.

Since the basic idea hasn’t changed, I didn’t go through the pains like I did when I first made the X-Bow.
Even the modifications of the fussier, detailed parts were easily done.
Afterwards, all that’s left is carefully reassembling it.
Since all the deteriorated parts were completely eliminated, by including the enhanced parts, though the overall appearance didn’t change, its performance has increased.

—
X-Styled Composite Hunting Bow Revised

A bow aiming to increase offensive power by adding 2 bows together in an “X”.
That an arrow can be fired from this strange shape can only be called a marvel.
The handling’s difficulty is greatly increased; a beginner with bows will absolutely not be able to use it.
With the parts largely all revised, the power has increased.

Quality 7 Atk+46
—

With this I'll be able to fight for a while longer.
After so long, for this quality to come out when I remade it is good.
The new bow's form isn't at all wobbly or floaty *naa*.
The bow's pulling condition is also quite good.

"Um, if I'm looked at so much, I can't calm down and focus you know?"

Looking over my shoulder I, call out.
There are other Woodworking Crafters there, but there's also people who clearly don't even have any Crafting Skills looking my way.

The reason is, even if I don't need to say it, because of the last Event's final battle.
Because of that, even if I don't want to deal with it, the result is that I stood out; even just walking around gets me noticed.
These gazes are things that make me uncomfortable.
Not to mention, before the event I was mainly a Solo player, and with the Thief Skill I mostly hide myself to fight and kill my presence off, so I feel the stares even more strongly.

When I looked behind, most of the people immediately looked away.
Watching a bow being made is somehow interesting *ne*~?
Along with that, [He's been doing strange things *na*~] they might be saying about the novelty of it, *naa*.
I pray that a situation like with the Queen before won't come again.
… *Maa*, even if it does, because of the one time before it would be ok.

Anyway, with my business finished here, let's withdraw from the crafting station.
Even though I feel like hiding myself with <Stealth>, with that, even though I up the Skill Level, the speed with which MP is used has not improved, and because of the short duration I can't hide, so I can't misuse it in this situation. Truthfully you can only use Skills in places that allow their usage, so it's not something great that you can use to **poof** away from the gathering gazes.
… I get it, I totally get it, but you know, *naa*.

That I would stand out this much because of the Event was something I didn't think of.
After the Devs uploaded the video of that battle, the view-count became

something amazing.
And from that they're editing a portion and using it as one of the official promo-videos; because of that I'm standing out even more. The X-Bow has already become my trademark.
Is this what they call the pain of being famous? There's probably nothing more troublesome than this *na~*.

But even so, there's no way I can just not do anything.
I can't stop putting out the Cooking stall, and I also want to go hunting to gather materials.
For now hunting should come first … so thinking I aimed for the town's exit.
… I won't be hunting Horned Rabbits, though, *ne*.

Once you go outside the town, is this opening day or something!? About that many players are there.
Yes, that's right … there are a ton of players who took Bow.
Here and there are players loosing arrows all packed together in turmoil.
Everyone's having hardships; with Bow your opening move is the only move so it's tough *naa*.
With the situation like this, the training hall will also be packed full of people, no doubt about that.

Because there's a lot of players for which the starting weapon, the vendors' crude bow, is still a good weapon, it's quite the mismatched scenery.

There's especially a lot of attack types, probably because they chose the bow as a counter-plan to sword attacks and magic, so there's a lot of heavy armor and light armor players.
Within this crowd, I wonder how many people will able to use the bow to any degree?
For now, to avoid getting in the way I should take my leave …

People swinging whips are also here as well.
Once Whip reaches 10 and you learn the <Restrain> Arts, the playing field instantly increases.
I hope they do their best to train to that level.

As always, I basically assassinate Dread Wolves and Bears with the <Stealth> and bow combo, securing quite a large supply of meat. It's almost like I'm

poaching, but if I let that bother me then I'll have lost.
I really don't want to do another full-frontal battle ever again.

I've refused all requests for PvP. If I accept one than it will become a vicious cycle.
A major part of the scope of my abilities have already been found out, and I have no interest in aiming to be the strongest.
Somehow my desire to compete is pretty low *desuyo* …

Sneakily having fun like this is good enough.
… come to think of it, didn't I just have a strange magic I learned? Right now there are no other people around, it should be fine to experiment.

Within the ring the Fairy Queen forcibly equipped on me, there was a restriction lifted for a magic called Prism Nova, so I should be able to use that magic.
However since its type of magic is unknown, there's probably no way to improve the Skill.

I immediately try it out on my Bear opponent.
Just now I'd shaved off at least 80% of the Bear's HP and limited its movement.
And now to trigger it … so it's a magic that needs a designated target, theeen I'll trigger it in the middle of the Bear's heart.
The instant I triggered it my MP reduced by about 40%, and rainbow-colored balls came falling from above like meteors and exploded.

The Bear's remaining HP was about 5%; I wonder if the power is weak because my own magic abilities are weak? … that's what I thought, however.
The pitiful Bear had become a stone statue … what is the meaning of this?

After that I faced about 10 or so Bears and shot it at them many times.
The result; it turns out, [The damage is low, but it's a magic that randomly inflicts one of several abnormal statuses] … that Queen had another ridiculous magic.
If I used this in front of people, there's no doubt it will be treated like a cheat …
Other than when I'm in a really tight spot, it's sealed, this magic is. Recklessly using it is a definite NO.

By the way, the abnormal statuses I can trigger are 7; Poison, Burn, Blindness, Confusion, Restrain, Paralysis, and Petrification.
Poison and Burn are often induced, but Paralysis and Petrification don't occur often.

Maa, when Paralysis and Petrification are triggered, then at that moment the fight's pretty much settled, *naa.*

And the cool-down is 20 minutes. If you think about the power, not being able to rapid-fire it is a given.

Somehow it's become kind of unpleasant, so deciding in my heart that, normally, I will definitely seal this away, I returned to the town in order to do some cooking, but …

"Oi, you! Over there! I got some business with you."

I heard a voice saying that. I don't know who he's talking to, but what a disaster *naa*.
If there's anyone who has it in his heart to turn around and face someone who calls out to him like that, I'd respect him as a Buddha.
Someone who says that with such a stuck-up tone has got to be a troublesome person.

"You! Turn around, I said I got some business with you, didn't I?!"

I don't know who's being summoned, but let's get the heck away and log out; getting involved would be too much of a pain.
They say a wise man will stay away from danger.
Let's do the cooking tomorrow; somehow I got really tired all of a sudden.

If he gets any more violent there's always the "Call Game Master", so there shouldn't be any problems.

"Oi … you …"

Aa shut up, don't you get that if you call someone like that, then anyone would get as far away as possible~?
Maa whatever, let's hurry and enter an inn to log out.
And I was just finally able to get my cooking ingredients, *naa*.
Tomorrow I'll make my rounds.

SKILLS
[Wind-Blown Hunting Bow]Lv1
[Kicking Assault]Lv12
[Farsight]Lv47
[Craftsmanship]Lv45

[Cooking]Lv49
[Stealth]Lv38 ↑1UP
[Physical Ability Reinforcement]Lv16
[Thief]Lv33
[Whip]Lv34
[Fairy Language]Lv99 (Forced Acquisition) (Unable to be moved to Reserved Skills)

Reserved Skills
[Woodworking]Lv28 ↑2UP
[Blacksmithing]Lv30
[Alchemy]Lv40

ExP 14

A/N: The bulk of the Ring's penalty comes mainly from the Prism Nova magic; naturally you can't rapid fire it, it would be way too powerful.

But of course since it's been player-ized it has been weakened.
Earth's percentages are, poison 60%, burn 55%, blindness 30%, confusion 20%, restrain 15%, paralysis 6%, petrification 3%

The Queen's percentages are, poison 95%, burn 85%, blindness 70%, confusion 60%, restrain 45%, paralysis 30%, petrification 20%; they are quite a bit higher.

It was important that there was no aria needed, since in the Queen's fight it's her symbolic magic.

PS, there is no cooldown time noted in its description.

Life is Like, Full of Troublesome Things and Continuous Battles?

The opening of the next day.
After getting back from work and logging in, today I'll be doing my best with cooking.
I will be simultaneously stewing, grilling, and frying sliced meat.
Anyway, I will be mass-producing the set of 3, Bear Meat Stew, Stir-Fried Vegetables with Wolf Meat, and Rabbit Meat Kara'age, that sells well.
No matter what there's always a demand … even though everyone else who's taken the Cooking Skill other than me is producing diligently everyday…

It's become a situation where, if I don't simultaneously prepare them, then I won't be able to easily manage with the numbers; that I can deal with it while preparing them simultaneously scares even myself.
It's terrifying what you can get used to.

Maa, with stews, after you prepare the ingredients all you need to do furthers is just let the flavor simmer in; with stir-fried vegetables you pass it through the heat set to high in one go and it's done.
Because stir-fried things cooked slowly over time on low heat is just plain gross *nee*.
Kara'age as well, taking care not to burn it, is fried in one go over high heat.

Cooking is also a battle in another sense, there's no doubt about that.

"And now that it's done you eat it while it's hot♪"[1]

Sma–ck!

"Don't just appear out of nowhere all of a sudden! And don't eat that!"

With the Light Metal made reproduced Harisen, coated with Bear leather to cause little pain while making a huge sound, I smack the intruder without holding back.
The one who came is the Fairy Queen … is this gal really a queen?

Maa, her choice to come wearing a plain one-piece dress is the only part of her that I can evaluate highly.

“That’s a product! It’s not for you to eat!”

Though, certainly the smell and steam from freshly fried kara’age stimulates the appetite.

“But the food in the Fairy Country is just a bunch of sweet things … it’s totally dissatisfying~”

A King, as you say, is someone that basically lives bound hand and foot.
Someone with the country’s number 1 highest status, the country’s number 1 must-be charity worker, the country’s number 1 slave, that’s what kind of person the Rule of a country is.

On one hand the citizens must pay taxes, but as long as you pay the taxes the necessity for you to do battle is low, and you can freely move as you wish.
If you draw a pyramid, at the top you draw the King and at the bottom is the citizens; if you flip this pyramid over you’ll probably get my meaning.
It looks like the King is on top, but actually the unfortunate reality of it is that you absolutely have to put the citizens first; that’s something I thought I knew well.

If the compulsory service starts getting involved then the story changes; but whatever way, a country that loses its citizens is fated to fall apart, and being King of a country with no citizens has no meaning at all.

“That doesn’t mean you can just carefreely come on over to the human side of the world…”

If this one being here is found out, just with that it will turn into something unforgivably troublesome.
And just yesterday I had heard the voice of someone I really don’t want to get involved with.
“Oi, you!” yeah, it was like tha… t, *e*?

“You, YOU! You had some nerve to ignore me yesterday!”

… It’s the absolute worse situation; it was me that the voice was calling out to.
For crying out loud, another troublesome thing came!? Even though I just want to slowly enjoy this world.

“And, what was it you wanted?”

To be honest, I want to just ignore him, but like, I’m still not done with all my cooking, and with the Queen here it makes it all the more difficult to escape.
Let’s bust out the business smile, outward appearance only, to smooth this over.
I’m paying attention to the condition of the cooking flames.

“*Fun*, well, fine. I’m Nethar, member of the Guild [Apollo’s Bow]. We have the noble purpose of saving the Bow users from oppression!”

A, at this point I already understand he’s an unpleasant idiot beyond help.
To Apollo, the god they used the name of, I send my sympathies …
The Queen too, from directly behind me, was looking at him with a cold gaze.
Even though guys who can delude themselves while under the impressions of their own Justice are way beyond troublesome…
But Nethar’s, as he calls himself, speech doesn’t end.

“Therefore! For you who has been denied entry to any Guild anywhere, your comrades have come to rescue your from this pitiful situation; I even personally came to this kind of place in order to extend Our charity!”

At this point I’ve started ignoring him.
The Queen looks really bored, so I gave her 3 pieces of kara’age.
Watching her as she eats it with relish, my annoyed feelings diminished some.

By the way, it’s unnecessary information, but the amount of Guild invites I’ve gotten has already surpassed 30.
But it’s an unavoidable situation where I refuse right when I Login.
In the first place, if I wanted to join somewhere Zwei and the rest’s place would be the best.

“We will have mercy on you! Therefore for someone like you We have prepared even the lowest of openings! Be grateful and come to Our Guild!”

O, it’s getting to a good point, and the amount of kara’age is also about enough.
Then, it’s about time to put out the stall *ne*.
A, I almost forgot.

“I will have to refuse. Then if you’ll excuse me.”

We immediately left the dumbfounded Nethar, who could only respond to my refusal with a “We-?”, and carried the food to the place where you can put up a stall.
I didn’t hear about 90% of it, but is he serious with that kind of solicitation?
When not accepting a persistent invitation, it’s best just to leave him like that; we’re wasting time.

“More.”

… whack.

“Stop that.”

Exactly how much can the Queen eat!? Every single piece of the kara’age is pretty big, and she’s already eaten 4 of them …
Aa, now that I think about it, the reason I started making this kara’age was because that guy was still having difficulties with food, that big sheep Fairy partner.

I set up the stall and lined up the goods in one go. But somehow …

“Isn’t it about time for you to go back?”

I try and ask the Queen, but

“Nope.”

Was her only response; oi oi …
Even though originally you’re an existence that’s not supposed to be here meandering around here.
Since she’s not wearing the dress and crown, nor carrying the staff, that she had at the time of the Event, it looks like no one around has realized it, but … whatever I might say, this one is a beautiful woman.
As expected, she has that aura, or something like that, and it really stands out *ne*.
Myself? It’s like I’m in the position of the candlestick, the Queen being the flame.

There’s nothing I can do, so conversely let’s boldly walk around town.
Because being weird and looking around restlessly would stand out more.

Going boldly will let us blend in with our surroundings more naturally and not stand out.

“So, did you also want to acquire food to some extent?”

I try to suggest an objective; certainly, since she said she’s sick of sweet things, if we do something or other about it she’ll probably obediently return.

“*Uu~n*, that’s true, we should do something about it *na*.”

Since there was no helping it, like that we spent about 30 minutes walking about the player’s cooking stalls that were around.
Even though it’s cooking that uses the same meat, since the flavorings are, as expected, different, it was a good experience.
The somewhat stingy Queen also bought food for takeout.

“Anyway, with just all of this, it should be enough for you for now?”

There are at least 30 kinds of meat and vegetable cooking collected together.
Since a large river or sea hasn’t been found yet, there are no fish dishes.
Even if they were found, there’s still no existence of a fishing Skill.

“Un, with this I can do my best and face the future.”

Good grief, it was unexpected expenses, but *maa*, I guess it’s fine.
In order to avoid standing out, right now we’re on the outskirts of town.

“I’m just gonna say this once; don’t up and poof over here often, since it stands out.”

If a thorn’s piercing you, you need to take it out immediately, but in spite of me saying it …

“Right then, see you later~”

Are the words the Queen left behind when she left with Teleport.
This is a troublesome Ring, this thing is …
With a single sigh, feeling like my happiness is running off somewhere but I shouldn’t mind it, I head over to the forge.
It’s just about getting to a point where I absolutely have to improve the Blade Shoes.

SKILLS
[Wind-Blown Hunting Bow]Lv1
[Kicking Assault]Lv12
[Farsight]Lv47
[Craftsmanship]Lv45
[Cooking]Lv50 ↑UP
[Stealth]Lv38
[Physical Ability Reinforcement]Lv16
[Thief]Lv33
[Whip]Lv34
[Fairy Language]Lv99 (Forced Acquisition) (Unable to be moved to Reserved Skills)

Reserved Skills
[Woodworking]Lv28
[Blacksmithing]Lv30
[Alchemy]Lv40

ExP 14

Tampering Greatly with the Blade Shoes.

“Heave-a-ho! Heave-a-ho!”

I am again in the tunnels around Nexia mining ores.
At any rate, my consumption of Light Metal has intensified to the point where if I don’t come to mine it won’t be enough.
The improvement of the Blade Shoes … and it’s going to a large overhaul, will use even more, so that’s why I’ve come here to dig it out, but.

“Ho ho…”

“So this is the form he gave it …”

“So you kick with this … quite harsh *ne*.”

“But it’s quite good for reference *zo*…”

Those are, well, most likely my fellow Blacksmiths, but they keep looking this way en masse, and I can totally hear their voices …

“Is there something you need…?”

With a purposefully annoyed voice, I call out to the watching masses.
Anyhow, on top of them looking this way, being able to hear their jabbering voices makes it impossible to be able to concentrate…
The voice that had said something about kicking came again.

“Nono, please don’t mind us.”

Is what it said …

“Your voices are reaching me, you know; it’s honestly really hard to concentrate and mine for ores this way …”

With a bitter look, I replied.

Ever since that one battle with the Fairy Queen, the amount of players who would keep looking at my equipment greatly increased.
Some of them are probably looking because the equipment designs are pretty weird, but it seems that somehow I'm being considered the top Bow user, so there are many people who are hoping to use it as reference.

They say that rumors about people might last 75 days, but especially for about the first 10 days they're things that will prosper.
This point is one of the reasons my sighs have increased.
To avoid standing out I've been avoiding fighting, but you know *naa*.
If I endure a loss, might that not flip this around? I have that kind of thought.

Anyway, since I'm done mining ores I turn towards the forge; continuously being exposed to people's gazes is really tough; people like TV celebrities who go out are really amazing.

"Aa, let me look a little longer~!"

Since that voice also told me not to mind them, I ignore it.
No matter how long I let you look, you won't be able to do work to this degree.
Even though I had to do all sorts of experiments and research to produce them …
Do they not know about the problems it took me to make this recipe? Have they forgotten?

And along with that, could it be that people who use Kick have increased? Having received requests, are they trying to figure out how they should make it by using mine as a reference for the direction they should take it in?
Maa, whichever they're working hard for is fine with me.
The fact that my login time is related to the time I get a bunch of crafting requests is a reality I can't get away from *naa*…

I finally arrive at Faust's forge.
I greet Boss who's here as usual.
Let's get to the task of turning ores into ingots right away.

Today as well, there are a lot of small Fire Fairies flying around.
It makes me feel like I'll be able to make something good.

When there are a lot of Fairies floating about around you while you're crafting,

it’s easier for a good product to come out; I am envious of the people who can bring their own Fairy aren’t limited by having to rely on them…

That’s beside the point, anyway I thrust the ores into the furnace in order to eliminate the impurities so I can heartily continue on to make ingots.
Since I need to use Light Metal and Steel, for now I’ll just mass produce for numbers.
It took some time to make the ingots.

After a while the amount of ingots is enough, and finally I can … well, this should be the point where I can start producing the Blade Shoes, but …

“Um … and why would you be surrounding me so closely …?”

It’s not just Boss, there are a lot of other Blacksmith players peering in.
If anyone from outside is looking in, this must look incredibly ridiculous.

“*Maa* it can’t be helped, ‘cause right now you, good sir,[1] are the player to keep an eye on *na*!”

For Boss to say that, *uummu*, it means that in the end I just have to accept this situation … it’s not like I wanted to be famous!

It can’t be helped, so with a “Stand back a little further please, *na*,” warning, I got started on the Blade Shoes’ 2 stage production.
I’ve already gone through all the hardships with making the shape of the shoe portion last time, so that is largely averted.
It’s just, instead of the iron, by making it mainly out of the light-weight Light Metal, I will be able to increase the amount of overall armor part that covers the shoes.

The result is an increase in stability in the security from before; just as planned.

The spikes made for the bottoms of the shoes … no, honestly they’re more like stakes, I will make out of Steel.
On top of that I will twist them like a screw, in the manner I had developed when I was making Twist Arrowheads.
With this it should put out more attack power than regular stakes.
It’s become even crueler, but in this circumstance it’s fine, so let’s do it.

And finally it’s the Blade, the cutting part, but here I’m going to make a huge change.

Last time I put them on the sides of the shoes, but this time I’m going to cut that part.
No matter how I used it before, my kicking form was contorted and it was by no means adaptable.

Now then how should I do this … in the front and back the shoe will be 4 blades total extended and shaped like fangs, and then on top of the foot, about where you would kick a ball, are 3 twisted stakes, attached in a somewhat even fashion.

In other words, at the ends of the feet with the 4 fang-like blades equipped evenly spaced out, when kicking an opponent, there’s the possibility that the fangs would be driven in as the stakes gouge out.
With this kind of shape, my kicking form won’t have to be contorted, and compared to the length of the blade that I’ve had until now, the sharp parts that can cut have the possibility to be longer, so the attack power will probably also go up.

In addition, the fang-like blades at the tips of the feet are an inset-styled design to be able to swap the out easily.
With this, the sharp feel of kicking falls, but the flexibility of being able to immediately swap them out is born.
This is also a part that’s different from the previous time’s Blade Shoes.
The previous Blade Shoes had a lot of faults, but I got a lot of good data from them.
They also served meaning as a challenge.

Now then, I’m done figuring out the form, now all that’s left is to make it.
Since I wanted to make the stakes twisted, with some difficulty I steadily began to produce them.
The bottom of the shoes have 7, the tops 3, so with both feet all together there are 20.
Being made out of Steel, that’s another reason these items are so time-consuming, and for that reason I laboriously make them.
All the people surrounding me are being noisy, but if I try to fight them again it will never end, so instead I go full-force ahead with crafting.
By the way, the stakes on the bottom are about 2 cm long and the ones on top are 5 cm long.

Next is the fang-like blades.
The ones pointing forward with be full blades, while the ones pointing

backwards will have about the back half of the blades made.
Since they're shaped like fangs, it's unavoidable that they become thicker little by little around the part where the force is applied; and just like that it's easily a fang.

The inset part was inserted from the front of the fangs' root; like this I'm prepared so that I can make them longer or fix them.
Now I need to make a slot in the front as a spot to attach the fixture in and check the stability of the fixture.

The fangs are about 5 cm long.
To some degree, because the actual blade is curved, the true length is a little longer.

I swing my hammer many times to make everything; if it's wielded poorly it will bounce.
In the end it took over 1 hour before I finally finished all the parts; after this all that's left is to attach each and every one to the main shoe part.
Even though the new fang-shaped blades, in particular, had many parts to be uneasy about, I more or less got everything attached safely.

—
Fang LegBlade

Added Atk+29 Added Def+10

An attachment made of Light Metal with a Steel blade, when equipped to Leather or Light Armor shoes, Kick powers are increased; if it's not a equipped to shoes, it has no effect.
Also, if the Kick Skill is not 30 or above, it is impossible to use.

Quality 6 Reduces damage reflected due to Kick
Deals Bleed to opponents on occasion
Increases weight
—

Somehow or other it took form.
Around me, "Oo~…" and voices like that were raised.
I was a lot more comfortable when they went, "He's making something weird again," though *naa*.
Regardless, these attachments will increase my kick attack strength by quite a

bit.
The LegBlade Prototype attack strength added was +12, so this as quite the large increase.

But as expected, it's still a long ways away from the more popular weapons, so it will still be difficult even though I made this one thing.
No matter what, the excessive waste of resources and consumption of time is unavoidable.

It's time to equip it, and in front of the people watching, I lightly tested out the feel.
The parts that cover the iron has increased, but the increased parts are made of Light Metal, so in actuality the total weight isn't all that different from the Prototype that I had been using up til now.
If anything it's become a bit lighter; no matter how many kicks I did, there wasn't any uncomfortable feeling from the weight.

What's different from the Prototype is that, since the stakes and fangs are laid out so that they will stab when you kick normally, there's a good feeling, that is, there's probably no feeling of hindrance when kicking. From now on, this guy's going to be my kicking partner.

Now then what should I do, with how to treat the Prototype that I've used up until now.
I can't just leave it here; it'll be turned into research material.
In the future I'll turn it back into ingots, so for now let's put it in the Item Box.
It's done its best up to now, and now that it's finished its duties it's going in the trash; it's rather sad, so for this guy too I say a word of thanks and parting, like I did with the bow previously.

SKILLS
[Wind-Blown Hunting Bow]Lv1
[Kicking Assault]Lv12
[Farsight]Lv47
[Craftsmanship]Lv47 ↑2UP
[Cooking]Lv50
[Stealth]Lv38
[Physical Ability Reinforcement]Lv17 ↑1UP
[Thief]Lv33
[Whip]Lv34

[Fairy Language]Lv99 (Forced Acquisition) (Unable to be moved to Reserved Skills)

Reserved Skills
[Woodworking]Lv28
[Blacksmithing]Lv33 ↑3UP
[Alchemy]Lv40

ExP 14

Titles Possessed: The One who Charmed Even the Fairy Queen, The One who Defeated a Great Foe Alone

A/n: And so, the second stage of the Blade Shoes I've gotten a lot of feedback from has been unveiled.
It was a pretty difficult delivery.

The Majority of Bow Users are … Right Here

The next day when I logged in, I received a Mail. Its subject was [The cloak is done yo~].
So it's finally finished; I immediately head over to receive it.

"Okay, here's the finished item *desu*. Since you provided your own materials, its 5000Glo *ne*."

The one who said that and showed me the finished item is a Leather Craftsman player.

"Oo, this is a really nice item *na*, my thanks."

With that little exchange, I handed over 5000Glo and received the cloak.

—
Bear Cloak

A cloak made primarily of Bear pelts.
It has the effect of reducing attacks from behind.

Quality 9　　Def +15
Reduces Back Attack Damage　(Medium)
—

Amazingly it's got a Quality of 9; is 5000Glo really ok for this?
When I tried to confirm it, the response I received in return was to not mind, and if it bothers me, then I should just take it and use it with appreciation.
Now then, just when I had decided to hurry and go hunting, one more Mail came.

"The sender is … Ayame? … I don't remember anyone by that name *naa*?"

While puzzling over it in my head, for now I check the Mail. If it was mistakenly sent, then it should be fine if I immediately delete it.
While checking the Mail, the next sentences corrected my assumption.

|[My apologies for the sudden Mail. I serve as the Apollo’s Bow Guild Master; Ayame is my name.
At this occasion, I have just confirmed that Our Guild has committed a disgraceful, great inconvenience to you that centered around Nethar, and I have hurried to write this Mail.
We would greatly like to apologize face to face, so if you would somehow give us a call we’d be grateful.]|

Ua, it’s an internal dispute; it totally sounds like there’s been some disagreements …
Simply ignoring it would be simple, but this has the feeling that doing so will also bring lots of complications …
I guess I’ll have to go, though it’s troublesome.

Now that I have resolved myself, I launch Whisper Chat; the Whisper is to this Ayame.

[“A-, thank you for accepting this sudden Whisper; is this the Ayame-san who sent the Mail?”]

I check just to be sure.

[“A, you must be Earth-san *desune*; we greatly apologize for this occurrence, I am called Ayame, the Apollo’s Bow Guild Master. Right now would it be acceptable with you if we take some of your time?”]

Right now is fine; I want to hurry up and get rid of this problem right away.

[“That’s fine, please specify a location. But please don’t make it your Guild Room.”]

Because within the Guild Room would be really troublesome … I just don’t have that trust with them.

[“I understand … then, please come here.”]

She sent me a Mail with a map marking the place, and we ended the Whisper Chat.
Now then, it wouldn’t be good to make her wait too long so I should hurry up and move out *ne*. The specified place was the second floor of a certain NPC’s shop.
I guess it’s a good place to talk since people rarely go there.

When I arrived at the specified place, there were already 3 men there. …Huh?
Because the name was “Ayame”, I was certain that she was a woman but …?
Tilting my head, I ask them, “Are you people related to the Apollo’s Bow Guild?”
When I did, the person sitting in the middle stood up …

“Greetings. I am the Guild Master, Ayame; it is a pleasure to make your acquaintance.”

Was the greeting that came. To make it easier to understand, it’s a Taka○zuka[1] like beautiful woman in men’s wear. That surprised me.

“It’s embarrassing to reveal the private affairs of Our Guild, but that is what we are to discuss…”
With that preface, Ayame-san began her story.
First of all, it looks like the reason for the establishment of Apollo’s Bow wasn’t for the salvation of Bow users like Nethar said, but a Guild that Ayame-san established during Open Beta, with the intention of gathering Bow users to play leisurely.
What did they do for the funds?
When I posed that question, it seems like in Open Beta, in order to hype up Guild making there was an event, and they could establish a Guild for cheap. And so a Guild that gathered some number of willing Bow Users was established.
It looks like they were planning on, when the Bow users increased at the time of the Official start, approaching them and guiding them in how to play with the Bow.

“And then the Official Service began, but …”

Saying that, Ayami-san let out a sigh.

“Thanks to the Wiki information, all the potential Bow users were basically weeded out, and on Opening Day itself …”

The bitter memories from Opening Day are coming back to me.
I had gotten involved with that Mohawk-gang party (though I’m only calling them that because their behavior resembles it)[3], and got harassed on the basis that the Bow was absolutely no good.

And since they did it in front of so many people, it was truthfully quite painful. With that, the other people who had selected Bow probably thought that just carrying the Bow would definitely get them harassed.
No matter what you say, harassment between players is a painful thing.
Even if it was just because the Bow is hard to handle, the people who knew this information previously would even more likely avoid it.
For other people, the compulsion I had to defiantly take up Bow no matter what would be tough to handle.

“Even so, there were still Bow using players here and there. We called out to those people, saying it was fine if they joined is, and those people entered the Guild; we became a Bow Guild that was careful to avoid the gazes of others.
We thought that it couldn’t be helped before the criticisms towards Bow weakened.
At that time a certain video was uploaded; a video of the PvP between a Great-Sword user and a Bow user.”

So it’s me again … have I been unconsciously raising flags all the time …?
Even though there are a lot of people who wait to properly line things up, those guys came to completely disturb me by giving me the full works of their extreme oppression. And then, at the final stages, they ‘gifted’ me one last PvP in order to fight…
Although you could say that I only had a winning chance in PvP was because they thought the Bow was weak…

“Because of that video, all of us were extremely excited; the Bow that was continuously called weak had defeated a Great-Sword user. Accurately shooting out the opponents weak spots will be more effective. For us, that one battle had confirmed that from now on into the future, the Bow will be able to make it.”

Of course the people who saw it would figure it out …

No matter how you look at it, the final blow for victory was kicking the arrow stuck in his face even further in, after all.
Come to think of it, it was from then on that my fighting style got brutal, *na*.

“After that video, the people who knew of our Guild’s existence and came over increased. With that, before we realized it, there ended up being over 200 people as Guild Members.”

At that statement, I just had to raise my voice in reaction.

“Tw, 200 people!? Even if we’re talking about the large-scale Guilds, they’re at best a little over 100 people, you know …?”

Between players, the scale of the size of the Guild is, up to 20 people is small-sized, up to 50 people is medium-sized.
And then anything over 100 people is thought of as a large-sized Guild. Even though it’s like that, for it to surpass 200 people is …

“Yes, before the Fairy Event began, I believe that just about every person who used Bow was in our Guild. I believe the exceptions, like Earth-san, were few in number. Whenever we went hunting, we’d bring sub-weapons like swords and staffs, and when there wasn’t any signs of people around we’d switch to Bow and raise the Skill Level that way.”

… Is that why I never saw any Bow users besides me …?
At the least, other than immediately after that PvP and now, after the Fairy Event ended, I hadn’t seen a Bow user other than me even once.
Thinking like that, the plan of this girl, that is Ayame-san, worked …

“… To be honest, we were very envious of Earth-san. Regardless of anything that was said, you carried the Bow and you fought with the Bow. For us … it wasn’t something we could replicate. We were afraid to be seen as Bow users.
Of course we had a deep regard for Bow, but we didn’t have the courage to proudly show it.
… that’s what probably started it, that is, the formation of the faction that centered around Nethar.”

Finishing her story up until there, Ayame-san let out a deep breath. The people to the right and left of her haven’t said anything.
They’re probably something like Ayame-san’s confidants.
Since she seems tired, I pulled out a Potion juice from my reserves and passed it over to her; when she began to bring out money, I interrupted it with a, “This time it’s fine.”

“Thank you very much … I’m sorry that this story’s gotten so long. Nethar and his group began to worship you.
Something like, ‘that man is absolutely necessary for this Guild.”
And then, after you achieved victory against the Fairy Queen in 1 vs 1 combat, I’m sure he thought to pull you into the Guild using any means possible.
… I only first heard of everything after he had already approached you.
The result was that I was unable to stop the aggressive solicitation towards you,

and for that I’m terribly sorry …”

Saying that, she went and lowered her head. The two men left and right of her also said, “We are terribly sorry,” and bowed their heads deeply.

“… If it’s like that, I understand your story, and I also accept the apology. Please be assured that I don’t hold you guys at fault … it’s just, what are you going to do about Nethar and his faction?”

It doesn’t seem like they minded my refusal from before, and I understand that the Apollo’s Bow Guild itself isn’t that self-righteously aggressive at all, so there’s no need to persistently blame them. It’s just, I want them to at least be able to check the movements of Nethar’s group.

“… Currently they are being penalized. We aren’t stopping them from scouting people, but we have frozen their power to invite people.
And naturally, we have already demoted Nethar from his position as Vice-Guild Master to a normal Guild member. Furthermore, we did not exile him from the Guild.
I was thinking that before exiling him, we should give him a suitable penalty within the Guild and take responsibility.
As for anything further, we were going to restrain Nethar’s faction, but …”

Aa, so they weren’t going to take the easy way and simply exile him. Then I don’t have any complaints.

“That’s more than enough; I don’t have the slightest problem with it.”

From this single statement, for the first time Ayame-san, and the two men left and right of her, let a clearly relieved look show on their faces.
This issue was really unpleasant after all… , I completely understand their feelings.

“Is it alright to say one more thing? That battle against the Fairy Queen was truly splendid.
At the time when your victory was decided, all of us gratefully gave you a standing ovation.
The Bow has more than enough promise, it has potential, those where the feelings we gratefully took from it.
From now on as well, definitely continue on, flourishing as the forerunner of Bow users.”

Leaving that behind at the end, the talk finished and Ayame-san and the others parted.
For now, I understand how this situation came about … there really was a lot of places that were influenced by that one fight with the Queen.
For a little while longer, it seems like the invitations won't stop coming, from all sorts of places *na* …
From the devs there's an expansion update coming, and the players' second call to arms seems to be hinted to be close, so now that I realize it, I don't have time to waste.
I guess I will turn my hunting into my training regiment today as well … I don't have even a fraction of the intention of being the forerunner, though.

SKILLS
[Wind-Blown Hunting Bow]Lv1
[Kicking Assault]Lv12
[Farsight]Lv47
[Craftsmanship]Lv47
[Cooking]Lv50
[Stealth]Lv38
[Physical Ability Reinforcement]Lv17
[Thief]Lv33
[Whip]Lv34
[Fairy Language]Lv99 (Forced Acquisition) (Unable to be moved to Reserved Skills)

Reserved Skills
[Woodworking]Lv28
[Blacksmithing]Lv33
[Alchemy]Lv40

ExP 14

Titles Possessed: The One who Charmed Even the Fairy Queen, The One who Defeated a Great Foe Alone

A/N: Because of the opinions that I cut the story by starting a new line, I limited myself and tried to reduce the number of times I started a new line.

In addition, the reason that Bow users rarely entered Earth's line of vision has

been demonstrated.
It’s because that lady has her own way of thinking.
The debate on which way of thinking is correct doesn’t have any meaning, since both are correct.
Also, I was thinking of making it a gathering of idiots at first, but that would have too much so I reconsidered.

Also, I was thinking about writing an activity report about the casualties from that challenge soon; please look forward to when I put it together.

Credits

Author	—	Shiina Howahowa
Publication platfom	—	sysetu
Publisher	—	Alpha Polis
Translator	—	Honyaku
Editor	—	Honyaku
Book designer	—	Armaell´s Library

Dance of the Fairies Arc

Table of Contents

1. The Daily VRMMO Activities of a Certain Middle-Aged Man - Dance of the Fairies Arc
2. And Now a New Stage has Come Around; Will it be a Tragedy? A Comedy?
3. Dance of the Fairies, Start
4. Dance of the Fairies, the Opening Act
5. Dance of the Fairies, the Opening Act PT2
6. Dance of the Fairies, the Opening Act PT3
7. Dance of the Fairies, the Opening Act PT4
8. Dance of the Fairies, Middle Stage
9. Dance of the Fairies, Middle Stage PT2
10. Dance of the Fairies, Middle Stage PT3
11. Dance of the Fairies Second Half, Looks Like it's Impossible for Me
12. Dance of the Fairies Second Half, the Fairies Whose Egos Began to Grow are …
13. Dance of the Fairies Second Half, the State of PvP Combat
14. Dance of the Fairies Second Half, Retribution Prologue
15. Dance of the Fairies Second Half, Retribution Extra Edition, Once More …
16. Dance of the Fairies Second Half, Retribution Latter Part
17. Dance of the Fairies Second Half, Even though it's the Final Stages of the Event
18. Extra Edition, Valentine Story
19. Dance of the Fairies Second Half, If You Want to Avoid PvP
20. Dance of the Fairies Second Half, Crafting during the Event
21. Dance of the Fairies Second Half, Crafting during the Event #2
22. Dance of the Fairies Second Half, The Last Dance is Coming
23. Dance of the Fairies Second Half, Last Dance
24. Dance of the Fairies Second Half, The Pot of Poisonous Bugs
25. Dance of the Fairies Second Half, Compatibility
26. Dance of the Fairies, People and Tools
27. And so the Curtains Close on the Dance

28. Extra Edition The Conclusion, or like the Reactions from Various People
29. For Now, Normal Operations?
30. Life is Like, Full of Troublesome Things and Continuous Battles?
31. Tampering Greatly with the Blade Shoes.
32. The Majority of Bow Users are … Right Here
33. Credits